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INTRODUCTION

WARLORDS BATTLECRY is a fantasy strategy game of combat, heroes, and magic. It provides a unique blend of role-playing and strategy, where you improve your hero, produce armies, cast spells, go on quests, battle other races and build an empire.

WARLORDS BATTLECRY has many exciting new features, including:

- **Heroes:** Eight different races to play
- **Army Races:** Nine different sides to play
- **Armies:** Ninety unique units, including heroes, archers, mages, siege weapons, and ships
- **Buildings:** Over forty unique buildings
- **Skills:** Numerous skills to upgrade your armies and buildings
- **Spells:** Over eighty spells with spectacular special effects
- **Formations:** Eight different formations to control your troops
- **Victory Conditions:** Thirteen different conditions from which to choose
- **Quests:** Hundreds of different quests for your hero to complete
- **Editor:** The ability to create your own fully customizable scenarios

What Comes with this Game?

Your game box should contain this user manual, a Quick Reference card, and a WARLORDS BATTLECRY CD. This user manual explains how to play, and contains important information on menus, armies, spells, etc. The reference card has detailed information on unit dependencies.

Quick Start

You can install WARLORDS BATTLECRY by inserting the game disc in your CD-ROM drive, and following the on-screen instructions. If you encounter difficulty installing the game, or for more detailed instructions, see the section *Getting Started*, immediately following. Once the game is installed, double-click on the WARLORDS BATTLECRY icon to begin. (You can also start the game from the Programs menu.) When the introductory movie ends, the Main Menu screen appears.

Proceed to the in-game tutorials, by selecting Tutorials from the Main Menu. They provide step-by-step instructions on the basic features of WARLORDS BATTLECRY, and hints on the tactics to use when playing certain races.

In addition, hot text is available throughout the game. Hot text is a brief description of game interface that is activated by placing the mouse cursor over a screen element.

GETTING STARTED

This section provides detailed information on installing and running WARLORDS BATTLECRY on your computer. If you encounter technical difficulties during installation or gameplay, consult the “Troubleshooting” section beginning on page 79.

System Requirements

Before playing WARLORDS BATTLECRY, be sure your system meets the following requirements:

- Pentium 233 MHz IBM PC or compatible
- 64 MB of RAM
- Windows® 95 or 98 - NOTE: This is a Windows 95/98 game and cannot be played on Windows® NT systems. Multitasking is not recommended when playing WARLORDS BATTLECRY
- An **Uncompressed** hard drive with 455MB free for the “Regular” install or 620MB for the “Full” Install
- 8 X CD-ROM drive or faster
- A DirectX 7.0 compatible video adapter with 4MB of memory and a Color SVGA Monitor
- A Windows 95 or 98 compatible mouse

In addition to the basic system requirements, the game requires that DirectX 7.0 or higher be installed on your hard drive. The option to install DirectX 7.0 appears during the game installation. At the end of installation, you are prompted to register WARLORDS BATTLECRY electronically. For LAN play, you need a DirectPlay compatible network adapter. For internet or head-to-head modem play, you need a DirectPlay compatible modem.

Installing the Game

You must install WARLORDS BATTLECRY game files to your hard drive and have the WARLORDS BATTLECRY CD in your CD-ROM drive to play this game.

Note: Only one player in a multiplayer game needs to have the game CD in their CD-ROM drive.

Insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows Autorun, or if it does not function, **explore** the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

Electronic Registration

If you did not register your copy of WARLORDS BATTLECRY after installation and wish to do so later: From your desktop select the Start button, click on Programs, click on the folder that contains WARLORDS BATTLECRY and click on Register for Free Stuff. Follow all on screen prompts.

Note: If you register electronically, or via the registration card, you will be provided with a code to unlock an additional scenario.

Uninstalling the Game

Select the Uninstall option from the Autorun menu, or choose Settings from the Windows Start menu, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on WARLORDS BATTLECRY, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

Electronic Documentation

The editor manual is provided on the game CD in the form of an Adobe Acrobat PDF file. If you do not already have the Adobe Acrobat Reader, you can install the software following these instructions:

Insert the game CD in your CD-ROM drive, **explore** the CD, and double-click on the Acrowin folder, located in the root directory. Double-click on the file entitled Acroread.exe and follow the on-screen prompts.

Once Acrobat Reader is installed on your system, you can read the document by opening the folder on your hard drive in which you installed the Adobe Acrobat readme, and double-clicking on the file Acroread.exe. From the File menu of Adobe Acrobat, you may open Editor.pdf, located in the root directory of your game CD.

Starting the Game

Every time the CD-ROM drive is closed with the CD in place, the WARLORDS BATTLECRY Autorun program displays a menu with the options to play the game (including the Editor), install DirectX, view the Readme.txt file, play on Mplayer, or exit. WARLORDS BATTLECRY can also be started by opening the Start menu, selecting Programs, choosing the folder where the game was installed and clicking on the WARLORDS BATTLECRY program item.

For complete and specific “how to play” information, please refer to the appropriate sections of the manual. Some changes were made too late to include in this manual. Please read the Readme.txt file in your game directory for more information.

Note: Screen saver utilities should be turned off before starting to play WARLORDS BATTLECRY.

Saving Games

WARLORDS BATTLECRY requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 4MB of hard drive space.

The Main Menu



The Main Menu appears after the opening movie has played. Press the **Escape** key to skip the movie. There are seven options in the WARLORDS BATTLECRY Main Menu.

The Tears of Dawn: Play the hero in the WARLORDS BATTLECRY campaign, following either the Path of Light, or the Path of Darkness. For details, see “Playing the Campaign” starting on page 6.

Skirmish: Play a single player game versus up to five computer AI players, on either a standard or random map. For details on “Starting a Skirmish”, see page 8.

Multiplayer: Play other human warlords via IPX, TCP/IP, or modem. For details on “Multiplayer Battles,” see page 11.

Tutorials: There are seven tutorials included in WARLORDS BATTLECRY, which teach you all the basics of game play, including how to move armies, attack, build buildings, and cast spells. The other nine tutorials demonstrate different tactics for each of the nine races.

Editor: The editor in WARLORDS BATTLECRY allows you to create your own exciting new scenarios, to play by yourself against the computer, or with your friends. All existing scenarios are fully customizable. Every aspect of the scenario, including terrain, buildings, armies, events, sides, and game options is available to be edited. For full instructions on how to use the editor, see the Editor.pdf file on the WARLORDS BATTLECRY CD.

Options: Allows you to control game options for sound, settings, and graphics. You can also view the introduction video and the credits. For details on all the “Setup Options,” see page 15.

Exit: Exit to Windows.

PLAYING THE CAMPAIGN

The WARLORDS BATTLECRY campaign follows the story of the Tears of Dawn, of their appearance in the lands of Etheria, and of the ultimate struggle for possession of their unearthly powers. The campaign is only available in single player mode, and its epic story is told over thirty-six episodes.

After the first two chapters, halfway through the campaign, you are presented with a choice. You may either continue the story down the Path of Light, the noble virtuous path, or you may be swayed to the dark side, and continue your quest down the Path of Darkness.

Each episode is its own individual scenario, with its own goals and victory conditions, and only your hero and his or her retinue are carried on from mission to mission. You can find detailed information about “Heroes” in that section, starting on page 28.

Selecting A Hero



To play the campaign, choose Tears of Dawn from the Main Menu. The Book of Heroes Screen appears.

This screen lets you flip through the “Book of Heroes.” If you have already started a campaign game, use View Previous and View Next to view all the heroes currently available. Click on the desired hero, then click on Select this Hero on the far right of the screen to resume the campaign where you left off.

If at any time you wish to delete a hero from the “Book of Heroes,” open the book at the selected hero, and press the **Delete** key. A confirmation message appears.

From this screen you can also load a previously saved game, simply click on Load a Saved Game (the picture of the floppy disk). When you are prompted with a list of names, select the one you want to play, and the game automatically starts.

To begin a new campaign game, you must create a new hero to lead your armies into battle.

Creating a New Hero

Click on Create a New Hero, the gold helmet icon, then choose a race for your hero. A brief description of each of the eight races, and the general statistics for strength, intelligence, dexterity, and charisma are included on the screen.

After you have chosen a race, you go to the Create Identity Screen. On this screen you need to select a Portrait, and type in a name for your hero. You can also enter a password for your hero at this time, ensuring that nobody can use your hero without knowing the password. Clicking on Create Hero again accepts the new hero, and takes you to the Campaign Screen.

The Campaign Screen



This screen charts your progress in your current campaign game. Each chapter is composed of several linked episodes. Each must be solved in turn to unlock the next. Click on a chapter, then select an episode and select Start to begin a scenario. For detailed gameplay information, see the sections, beginning on page 17.

From this screen you can toggle the in-game screen resolution between 1024x768 and 800x600. You can also exit to the Main Menu by selecting Cancel.

Once you have successfully completed a mission, you are returned to this screen and the next episode becomes available.

STARTING A SKIRMISH

Select Skirmish from the Main Menu to jump into single-handed battle against up to five AI opponents!

You are taken to the Book of Heroes Screen, where you can select either an existing hero, or create a new hero to take into the scenario. See the “Select a Hero” section on page 6 for details on the screens. When you have the hero that you would like to be your champion in the upcoming battle, simply click on Select this Hero on the far right to take you to the Side Selection Screen.

Setting Up a Game



From the Side Selection Screen you configure your scenario options and start the game. For a quick start, all you need to do is:

- Choose a scenario by clicking on a scenario name, or random map, in the list box. This highlights it, and causes the information about the sides and options to change.
- Choose a side by clicking on the Player space, next to one of the sides to select it for your hero.
- Choose the opponents by clicking on one or more Players from the other sides, changing them to Computer A. **Note:** There must be at least one Computer AI
- Click on Start to begin play.

However, there are a multitude of settings for creating precisely the kind of scenario you feel like playing. The following sections explain those options in greater detail. Specifics on gameplay can be found in the “Game Screen” section, starting on page 17 and the sections following it.

Map Options

At the top of the screen is the Scenario List. Click to highlight the scenario you want to play. Two buttons on the right side allow you to sort the scenario list by map size and allowed number of players. On the left are the controls for the Random Map, explained below:

Map Size: Choose the size of your map from Small to X-Large.

Terrain Type: The general landscape of the map. You can choose between Plains, Orclands, Highlands, Tablelands, Desert, Badlands, Savannah and Outlands.

Landmass: Varies the number of islands or land masses that appear on the game map. The number available ranges between 1 and 3 depending on the size of the map. The more islands there are on a map, the smaller each individual island tends to be. Choose No Islands to create a map with no ocean.

Number of Animals: Controls the population of sheep, geese and cows on the map, creatures that can be used as ammunition and in some cases, for healing. The numbers range from No Animals to Lots of Animals!

Resources: Cycles the amount of resources between Low, Medium and High.

Side Options

In the center of the screen are the Side Selectors. There are several options for each side:

Player: Choose who will control each side. You can control one side, then you must assign slots to the AI playing at one of four difficulty levels (Knight, Lord, Warlord and Grand Warlord). If you are setting up a multiplayer game, you can leave some slots Open for other human players. In a single player game, any open slots are not loaded when play begins.

Color: Click on the gem to change the side's color. More than one side can have the same color, but keep in mind this may be confusing during play.

Team: Click to the right of the gem if you want to set up alliances with other sides. Sides with matching symbols are allies. There can be up to four teams.

Race: Choose one of the nine races for your army. The Races are described starting on page 55.

Resources: Choose the level of resources that you start with in the scenario, from Very Low to Very High.

Ready: The Ready button is only active for multiplayer games. Select when you are set to begin the game.

Scenario Options

On the far right of the screen are several scenario options.

Screen Resolution: Choose between 1024x768 and 800x600 in-game screen resolutions. Depending on the resolution you have chosen, the control panels on the game screen are slightly different.

Victory Conditions: Choose one of the 13 victory conditions. For details, see below.

Keeps: Set the maximum Keep level for all players between 1 and 5, or No Keep at all. This option adds some variety to the game, but usually scenarios played with the default of Keep Level 5, so all buildings, armies and skills are available.

Map: Choose between an Exposed (all visible) map, or a Hidden (all blacked out at the start) map that must be explored first.

Vision: Fog of War is the term for the way the game map only shows changes when one of your units is close enough to see them. For example, if Fog of War is in effect, and an enemy tower is built in an area you have already explored, you will not see the tower on the map until one of your units passes through the area again. Select No Fog of War to eliminate it for the game, and show all changes and unit movements in any area you have explored (the entire map if you choose Exposed above). Select Line of Sight to only clear the Fog in the direction each of your units is facing.

Handicapping: If you are battling against a higher level hero, and Handicapping is On, you receive a bonus number of army setup points. *Only available in multiplayer.*

Quests: Toggle quests On and Off for your heroes. For details about “Quests,” see page 38.

Game Speed: Set the overall pace of play between Very Slow and Very Fast.

Army Setup Points: Set the number of points (0-50) available to spend on armies to take into battle. If you set this number to greater than 0, a version of the Retinue Screen appears, allowing you to assemble an initial army from members of your retinue and basic units of your race. See “Retinue” on page 34 for more details.

Victory Conditions

Victory conditions are the circumstances you must fulfill in order to win a certain scenario. WARLORDS BATTLECRY has thirteen different victory conditions for you to choose from, playable with any scenario. The conditions are located on the right of the Side Selection Screen, with the scenario options. Click to scroll through all thirteen conditions, which are described below:

Standard Victory: The goal is to eliminate all significant enemy armies and buildings on the map.

Raze All Buildings: The goal is to eliminate all enemy buildings on the map.

Kill All Armies: The goal is to eliminate all enemy armies on the map.

Assassination: The goal is to be the last hero left alive. As soon as your hero is slain, you lose the game.

Raze Fest: The goal is to destroy as many enemy buildings as possible within a time limit.

Slug Fest: The goal is to destroy as many enemy armies as possible within a time limit.

Fortress: The goal is to defend your Keep. As soon as your Keep is destroyed, you lose the game.

King Of The Castle: The goal is to be the first player to build a level 5 Keep.

Merchants: The goal is to be the first player to accumulate 2500 gold.

Against The Horde: The goal is the same as for standard victory, but the sides are set up differently. Side one is “The Horde” with a lot of armies, and all other sides are allied. You can play either “The Horde”, or one of the allied sides.

Battle Of Titans: The goal is the same as for standard victory, but all AI heroes are at level 20.

Pitched Battle: The goal is the same as for standard victory, but all sides start the game with 50 army setup points, and no building is allowed.

Capture The Flag: The goal is to convert and own all the flags on the map. *Only available in multiplayer.*

MULTIPLAYER BATTLES

Nothing can match the excitement of going head to head with another human being. To play with or against other human players select Multiplayer from the Main Menu. Up to six players can connect to a game across a network, up to four players on the Internet, or two players across a modem.

First you need to choose a champion. For more details on “Selecting a Hero,” see page 6. Once you’ve selected your hero you need to choose a connection method:

Modem: Allows you to play two-player multi-player games. The joining player must have the host’s phone number, each player’s modem must be properly configured for Windows and both players must have their modems set to the same connection speed.

IPX Network: Allows you to play up to six-player multi-player games over an IPX Local Area Network. Each player must be connected to the same network. Every network is different, and something in your network’s structure may effect game play or prevent you from connecting. If you encounter difficulties consult your Network Administrator.

TCP/IP or Internet: Allows you to play up to four-player multi-player games over the Internet. Alternatively you may also select this for TCP/IP games over some networks. In order to play a TCP/IP game each player must know the host's IP address. IP address is given to the host when a game is created.

After selecting your connection method, you have the option of hosting or joining a game.

Hosting a Multiplayer Game

To host a game, after choosing a connection type, click **Create**, and when prompted, type in the name of the game. Click **Create** again, and it takes you to the Side Selection Screen where you can set up your multiplayer game. For details, see "Setting Up a Game" in the section "Starting a Skirmish" on page 8.

The host is the only player able to change the scenario map, options, and army setup points. If you select a map that other players do not have, for example, one you created yourself, a **Send** button appears below the scenario map. Click on **Send** to automatically transfer the map data to all other players.

The host is also able to close sides permanently, but only if they are not already selected by other players. You can kick other players out of the game by clicking on their side name; a confirmation message appears. By right-clicking on a human player's name, you can view the details of their chosen hero.

All players, including the host, must click **Ready** before the host can start the game. If you change your mind before the game starts, click **Ready** again. When all players' **Ready** buttons are highlighted, the host can click **Start** to begin the game.

Joining a Multiplayer Game

To join a game, after choosing a connection type, click **Connect**, and when prompted, select the name of the game you wish to join. Click **Connect** again, and you go to the Side Selection Screen. All that you are able to change here is the screen resolution, and the details of the side you choose to play (color, allies, race, and resources). When you are finished, click **Ready**.

Additional Multiplayer Information

In most aspects of the game, multiplayer skirmishes are very much like single player games. However, there are some differences.

Chatting During a Game

To chat with other players during the game:

- Press **Enter** to activate the chat prompt and type in your message.
- To send the message to every player in the game, press **Enter** again.
- To send the message only to your allies, press **Ctrl + Enter**.
- To send the message only to your enemies, press **Shift + Enter**.

Losing Your Connection

If you lose your connection after a skirmish has begun you will usually be ejected completely from the game. You will not be able to rejoin the current battle. Inside the game, the armies and buildings of a disconnected player are taken over by the computer.

If you deliberately exit or resign from the game, you are taken to the Defeat Screen.

Hints for Multiplayer Games

- Resources are vital. Destroy enemy resources whenever possible, secure your own resources quickly, and protect them well.
- Take advantage of building queues. Stacking up several armies to be built in order saves time, allowing you to concentrate on more important matters.
- Build multiple production buildings as soon as you can, to keep your war machine running smoothly.
- High level Keeps need to be protected at all costs.
- Avoid using your hero as a combat unit whenever possible.
- Protect your hero carefully during the beginning of a game, until you produce a unit that can convert resource structures. If you lose your hero early, it is extremely difficult to pick up the speed of production later in the game.

Mplayer.com

In addition to other multiplayer connection options, WARLORDS BATTLECRY can be played over the Internet game service, mplayer.com.

What Is Mplayer.com?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing WARLORDS BATTLECRY on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time—like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice—chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

Pricing

Mplayer.com is **FREE**—there are no charges or monthly fees to play WARLORDS BATTLECRY on mplayer.com.

So How Do I Get Started?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

There are several ways to install mplayer.com from WARLORDS BATTLECRY:

- From the game CD-ROM Autorun Menu select the option to Play on mplayer.com
- From the Windows Start Menu select WARLORDS BATTLECRY and then the option to Play on mplayer.com
- From the WARLORDS BATTLECRY Program folder click on the icon to Play on mplayer.com

This will start the mplayer.com installer which will:

Check for mplayer.com — if you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up a mplayer.com account and select your mplayer.com member name and password.

After installing mplayer.com, your Web browser will launch and connect you to the mplayer.com game page:

- Make sure your game CD-ROM is in the disk drive.
- Now click on 'Play Now' to log onto mplayer.com and head to the Lobby of your game.
- Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

Now you are in your game's Lobby on mplayer.com:

- Chat with other players by typing your message and pressing Enter.
- To enter a Game Room, double-click on a green Room icon.
- If you want to create a new Game Room, click on the Create Room button.

Almost there!

- If you enter an existing Game Room, Click on the 'Ready to Play?' button, or,
- If you create a Room, wait for players, then click on the 'Launch Game' button.

Have fun playing on mplayer.com!

Customer Support

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing support@mplayer.com or by calling (650) 429-3100 between the hours of 3 p.m. and 10 p.m. (PST), seven days a week.

For more information about mplayer.com visit our Web site at www.mplayer.com.

Technical Info

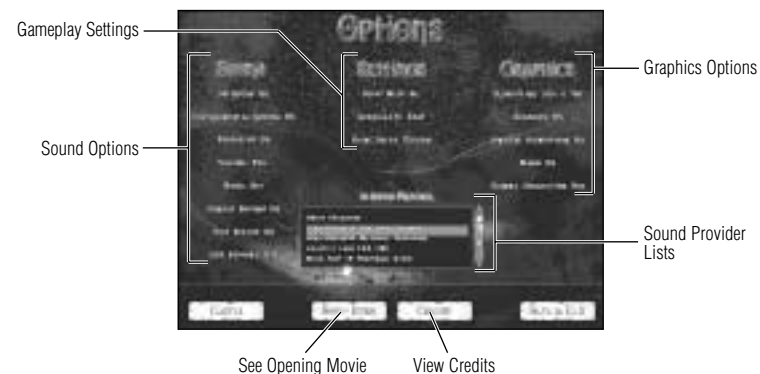
You need the following PC configuration to install our software and play games on mplayer.com:

System Requirements:

- Windows 95
- Pentium processor
- 8 MB RAM (16 MB recommended)
- 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
- Internet access*
- Web browser

*AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.

SETUP OPTIONS



Setup options in three categories allow you to customize the game environment to match your personal preferences. Simply select Options from the Main Menu to proceed to the Options Screen. When you have finished making changes, select Save & Exit to return to the Main Menu with your new settings, or Cancel to exit without making changes. You can also view the Credits and Show the Intro from this screen.

Sound Options

3D Sound: Toggles 3D sound On and Off. When this option is On, you can choose a 3D Sound Provider from the list.

Environmental Sounds: Toggles background noises On and Off.

Footsteps: Toggles the sounds of your units moving On and Off.

SFX: Adjusts the overall volume of the sound in the game between Off and Full.

Music: Toggles the game music On and Off.

Combat Sounds: Toggles the sounds of battle On and Off.

Unit Speech: Toggles your units' voices On and Off.

EAX Support: If your sound card supports EAX, this toggles it On and Off. Otherwise it reads N/A for Not Available.

Settings

Popup Help: Adjusts the amount of in-game help that appears between All and None.

Scroll Rate: Adjusts the rate at which the view scrolls when you move the cursor to the edge of the screen between Very Slow and Very Fast.

Game Speed: Sets the overall pace of play between Very Slow and Very Fast. To alter the game speed while playing the game, press the + (plus) key to increase the speed, and the - (minus) key to slow it down. This option does not work in Multiplay games

Group Movement: Toggles between having all units in a group move at the pace of the Slowest Army or having each unit move as Fast as Possible.

Graphics Options

Resolution: Toggles between 1024x768 and 800x600 in-game screen resolutions. Depending on the resolution you have chosen, the control panels on the game screen are slightly different (see below). In the default 1024x768 mode, an extra box on the right displays the army or building currently under the cursor on the game map, along with its hit point bar. An extra box on the left is the current "locked in" army or building. Click on its picture at any time to select it. You can lock in a new army or building by moving the cursor to the unit and pressing **Ctrl + L**. At 800x600 resolution, these boxes are not available.

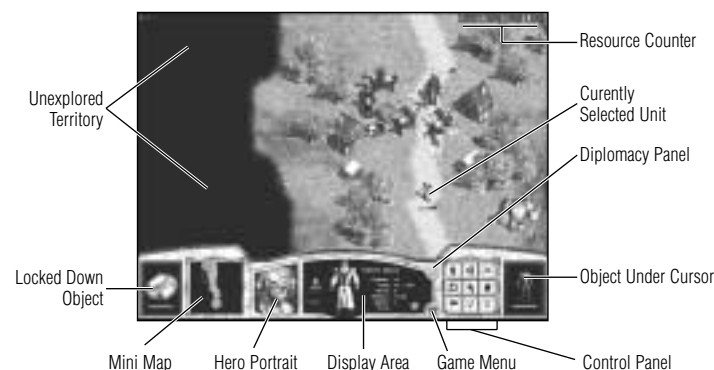
Shadows: Toggles shadows On and Off, which can affect game performance.

Ambient Animations: Toggles animations other than unit movement On and Off.

Blood: Toggles the display of blood in the game On and Off.

Gamma Correction: Switches between five levels of correction for brightness.

THE GAME SCREEN



When you start a campaign episode, skirmish or multiplayer game, the Game Screen appears. From this screen you control your armies as they explore, attack, defend and conquer the battlefields.

The most important of the Game Screen features are:

Game Map: The playing area, described in further detail below.

Control Panel: Nine changing buttons that command your armies and buildings. Detailed explanation of the buttons starts on page 19.

Display Area: Where a picture of and details on the selected unit or building are displayed. For example, you can check the progress of a construction project by selecting the building unit; a percentage of completion appears in the Display Area along with the unit's statistics.

Mini Map: A small scale version of the entire game map. Rough terrain features are shown on the Mini Map, along with tiny squares representing buildings. Resource squares are made up of two triangles, the lower colored to show the type of resource it is, the upper triangle changing with the owner's color. Neutral mines are shown as half gray, half the color of the mine.

Hero Portrait: A picture of your hero. Click on the Portrait to select your hero and double click to center the map on him or her.

Resource Indicators: In the upper right corner of your screen are four symbols and numbers, indicating the amount of each type of resource you currently possess. From left to right, these are gold, ore, stone and crystal. See "Resources" on page 36 for more information.

Lock-In Box: This box, not available at 800x600 resolution, shows the current “locked in” army or building. Click on its picture at any time to select it. You can lock in a new army or building by selecting a different unit and pressing **Ctrl + L**.

Cursor Box: This box, not available at 800x600 resolution, displays the army or building currently under the cursor on the game map, along with its hit point bar.

The Game Map

The bulk of the main game screen is taken up by the Game Map. On the map units move, buildings are built, battles are fought, etc. To learn how to select and move armies, and attack with them, play the tutorials “Moving & Fighting”, and “Advanced Movement.” You can also read the instructions below, and under “Move” and “Attack” in the “Control Panel” section on pages 20 and 19 for basic information.

Selecting Units, Buildings and Multiple Objects

To select a single army, simply left-click on it. A selection circle appears around it, with a green bar below to indicate the army's hit points, and a blue bar for the hero's mana points.

To select a group of armies, you can do any of the following:

- Left-click and drag a box out over multiple armies.
- Double-click on an army to select all armies of the same type that are visible on the screen.
- Hold down **Shift**, and left-click on individual armies.
- Press **Ctrl + S** to select all armies currently on the screen.

You can always select your hero by clicking on their Portrait at the bottom of the screen. Double-clicking selects the hero and centers the Map on them.

Creating Groups

To create a group:

Select the armies that you want to group.

Hold down **Ctrl**, and press any number (**0-9**) that you want to assign to that group.

Once a group has been assigned a number, you can press that number at any time to select it. If you press that number twice, the group is selected, and the screen centers on the group's leader.

To remove an army from a group, right-click on it in the Display Area, or **Shift** left-click on it on the map.

Unit Formations

There are eight different ways you can choose to arrange your armies on the battlefield. All have various strengths and weaknesses. The default arrangement is “Block.” If you have two or more armies selected, the Formations button becomes active. Clicking on this button displays the actual formations to choose. You can also bring up the formation options by pressing **Shift + F**.

“Formations” in the “Control Panel” section on page 22 has more information.

The Control Panel



The Control Panel allows you to command and control your heroes, armies and buildings. When you select a unit or structure, the available commands appear as buttons on the Panel. Move the cursor over a button to read the function, and see the keyboard shortcut for that command. These buttons change, but here are the most common.

General Controls: Stop



Ceases whatever action the unit or building is engaged in, be it moving, attacking or building. The unit or building then waits for new orders.

General Controls: Attack



Heroes, armies and towers can attack. To order a tower, army or group to attack, select them, then right-click on the enemy army or building you wish to attack, or click on the Attack button in the control panel and click on the enemy. Note the cursor changes into crossed swords to indicate battle. Your armies automatically move into battle.

To improve a group's efficiency when attacking a large enemy group, have them selected, press **A**, then right-click on the ground beyond the enemy army or building you wish to attack. Your armies will individually select enemy targets, instead of you having to select targets one at a time.

Keep an eye on your units during combat. If their health bar turns red, they are close to death and need to be ordered out of the line of fire.

General Controls: Convert



Heroes, Generals, and the Phoenix are the only units that can convert neutral or enemy buildings to your side. This is a particularly useful way to obtain resources.

All levels of Keeps can also convert buildings in a wide area around themselves. This is a slow process, but is useful for getting resource points at the start of a game. It also allows you to still convert buildings if your hero has been killed early in the battle.

To convert a building with an army, move the unit next to the desired building, then select **Convert** in the Control Panel. Your army stays there until the building is converted. If you are using your Keep to convert, all the buildings in the area that are being converted will be highlighted with a red circle, and your Keep can do nothing else until the process is finished.

You can check on the progress of the conversion, by selecting your army or Keep. The percentage counter is shown in the Display Area. A sound, and a gold sparkle over the building alert you to a successful conversion.

To learn more about converting buildings, you can also play the tutorial “Resources & Conversion.”

General Controls: Unload



Ships and towers can hold armies inside of them. When units are inside, the **Unload** button activates on the Control Panel.

To load selected armies or groups onto a *ship*, just right-click on the ship. To unload a ship, select it and click **Unload**, then right-click on the shoreline. Ships are built at the Shipyard, but can be boarded or unloaded from any shoreline.

To put selected armies or groups into a *tower*, just right-click on the tower. The cursor changes into a hand, and the armies disappear into the tower. Only four small or medium sized infantry, which increase accuracy and firing speed, or archer units, which increase damage and range, can be put into each tower. To get units out of a tower, select the tower, and click on the small picture of the units in the control panel, or click **Unload**.

Unit Controls: Move



To move a selected unit, you can simply right-click where you want the unit to move on the map, or select **Move** in the control panel, then click where you want the unit to go. To move a group, do the same as for a single unit. The group moves at the speed of the slowest unit by default. If you want each unit to move as fast as possible, hold down **Ctrl** while you click. You can change the default in the “Setup Options” described on page 16.

To move selected armies or groups using waypoints, hold down **Shift** and right-click points along the path. Waypoints are orders that you can queue up for your armies, and can include moving, attacking, converting or building. To insert a waypoint at the beginning of a path, hold down **Alt** and right-click on a new point.

Unit Controls: Patrol



To assign an army to patrol in a certain area, select the unit, choose **Patrol** from the Control Panel, and click on the area to be patrolled. A series of waypoints is automatically generated. You can view and change this path using the method described above.

Unit Controls: Guard



This control allows you to designate an army or building for the selected unit to guard. Select the unit, choose **Guard** from the Control Panel, and click on a target. The guarding unit will move to its designated assignment, or as close to it as the unit can get. It will then devote itself to protecting its assigned target, moving with a mobile unit if necessary and possible. Select the guarding unit and choose **Stop** to countermand the order to guard.

Unit Controls: Attitude



Attitude affects the way an army or hero reacts to the enemy, and is defaulted appropriately for each type of army. The current attitude status is shown on the right of the Display Area when the unit is selected. Simply click on a new attitude to change the setting. The five states that you can set are:

Cowardly: Runs from all enemies.

Guardian: Fights any enemies within range, but doesn't move towards or away from them.

Defensive: Moves to attack any nearby enemies, and follows them over a short distance before returning to his initial position.

Aggressive: Moves to attack any nearby enemies, and follows them to the death.

Rampant: Moves randomly around the map, looking for enemies to attack.

Unit Controls: Build Buildings and Build Walls and Towers



Constructing buildings allows you to produce armies and upgrade skills. Constructing walls and towers helps you defend your land. Only builder units and heroes are able to build. Building costs one or more resources, depending on your race and the type of building. For a full list of the building costs, see the WARLORDS BATTLECRY Quick Reference Card.

Constructing a Building



Select your unit and select Build Building in the control panel. A window pops up with pictures of all the buildings you are able to construct.

- If a building appears in color with the cost, you are able to build it right now
- If it appears grayed out *with the cost*, you do not have enough resources build it now
- If it appears grayed out *with no cost*, you have not met the requirements to build it yet

Click on an available building, and place it on the desired location on the map. Your unit disappears while building, then reappears and announces when the job is finished. To check the progress of a building, select the building in progress, and look at the percentage counter in the building display area.

Constructing a Wall or Tower



This is the same as constructing a building, however you select the Build Wall or Tower button from the control panel. Once you have built a tower, you can send armies inside of it to add to its defensive capabilities.

Simply select the desired armies and right-click on the tower. The cursor changes into a hand, and the armies disappear into the tower. Only four small or medium sized infantry, which increase accuracy and firing speed, or archer armies, which increase damage and range, can be put into each tower. To get the armies out again, select the tower and click on Unload from the Control Panel.

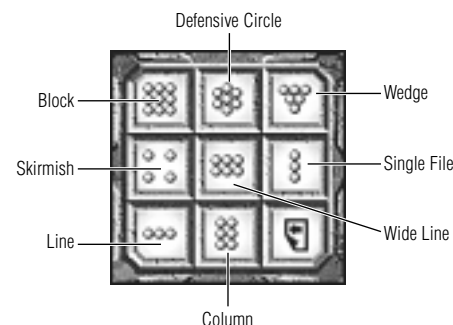
To stop building or reselect your builder army at any time, just select the building in progress, and press Stop, or Select Builder on the control panel (see “Control Panels” on page 19). If you stop the building partway through, it eventually falls to ruins. Selecting the builder does not stop the building, and is used for queuing up orders (waypoints) to be carried out when finished building.

To learn how to construct buildings, you can also play the tutorial “Buildings.”

Unit Controls: Formation



There are eight different ways you can choose to arrange your armies on the battlefield. The default arrangement is “Block.” If you have two or more armies selected, the Formations button (shown on page 23) becomes active. Clicking on this button displays the actual formations to choose from. An army in formation starts with the orientation shown on the button, with missile units kept in the back and melee units defending in front.



Your armies automatically assemble in formation in the direction of movement, in other words, if they are moving west, the point of a Wedge formation will be facing west. This can result in an illogical position once they reach their target, for example, you want to defend a bridge, but because of their movement order, the missile units are at the edge of the bridge, instead of the melee units. Click on the Rotate buttons to rotate the orientation of the formation clockwise or counter-clockwise and solve this problem.

Building Controls: Buy Armies & Skills



In addition to what its name suggests, producing armies and researching skills, this button also controls upgrading buildings.

When this button is selected, a window appears with pictures of all the armies you are able to produce, skills you are able to research, and available upgrades for the building itself.

- If a picture appears in color with the cost, you are able to produce / research / upgrade that right now
- If it appears grayed out *with the cost*, you do not have enough resources to produce / research / upgrade that now
- If it appears grayed out *with no cost*, you have not met the requirements to produce / research / upgrade that yet

Producing an Army

Click on an available army to start producing it. You can watch the progress on the percentage counter in the Display Area. After completion, the army produced appears near the building, and moves to the rally point if one exists.

To produce multiple armies, click on any available army more than once, or a combination of different armies. A queue appears in the Display Area, along with the progress percentage counter. The queue only displays the first five armies being produced, but you can queue as many as you'd like. The army cost is deducted from your resources at the time an army is added to the queue. To remove an army from the queue, click on it in the queue. To stop production, click Stop in the control panel.

Researching a Skill

Most buildings have skills available to upgrade armies or improve a hero's abilities. The skills available at the building depend on your race. For a full list of the skills available, see the WARLORDS BATTLECRY Quick Reference card.

Select an available skill to start producing it. Progress can be monitored on the percentage counter in the Display Area. A system message alerts you when your research is complete. If the skill is to upgrade or improve a certain type of army, the research affects all armies of that type currently in existence, as well as any new armies that are produced.

Upgrading a Building

Select the upgrade picture. It has a circled number on it, indicating level, and becomes available when resource and other requirements have been met. You can check on the progress of the upgrade on the percentage counter in the Display Area. A system message alerts you to a successful upgrade.

Building Controls: Set Rally Point



To set a rally point (a point where your produced armies gather), select a production building, then right-click where you want the armies to appear on the map. Alternatively, you can click Set Rally Point in the control panel, then click on a location on the map. To move a rally point, simply set a new one.

To display a rally point for a building, select it and hold down **Shift** or **Alt**. A dotted line leading to the rally point marker appears.

Building Controls: Repair



To repair a damaged structure, select it and click Repair in the control panel. There are two options – fast or slow repairs. Fast repairs cost twice the resources, but are twice the speed of slow repairs. Select one to repair your building. Progress is shown on the percentage counter in the building display area.

The Diplomacy Window



Diplomacy is used to trade resources between sides. It is mainly used for multiplayer games, when you want to give resources to your ally. The “Diplomacy” screen, reached by clicking on Diplomacy (the blue skull) in the control panel, allows you to give resources to other sides. Alliances have to be set up on the “Side Selection” screen before the scenario starts; they cannot be formed once in the scenario. For details on how to set alliances, see “Side Options” on page 9.

The Game Menu



To bring up the Game Menu for WARLORDS BATTLECRY, click on the black skull in the control panel.

Load: Select this, then choose the game you wish to load, and click on Load.

Save: Select this, then choose the game you want to overwrite from the Save List, or type in a new name, and click on Save.

Pause: Select this to pause the game. A message appears. To restart the game, click Pause Game again. You can also press **F12** to pause the game.

Options: Select this to alter the sound, settings and graphics to suit your preferences. See “Setup Options” on page 15 for details.

Victory Condition: Select to review the victory condition for this scenario. “Victory Conditions” are described on page 10.

Resign: Resign from this scenario without saving and return to the Main Menu.

Quit: Quit the game without saving and exit WARLORDS BATTLECRY entirely.

The Results Screens and the Retinue Screen



At the end of a scenario, either because of victory, defeat or resignation, the Results Screens appear, replacing the Game Screen. The Results Screens can be either the Victory or Defeat Screen, depending on what is appropriate, but both function the same way. At the bottom of the screen is the Details Box, where information about your hero, and the status of your hero's forces after the battle can be found.

The number of armies and buildings you produced during the scenario, along with the number lost to enemy attack and the number of enemy that you destroyed are given, along with resource totals. Your hero's level and current number of experience, including the amount gained in the battle are shown along the top of the Details Box.

You can choose to view an Advanced version of the results, which brings up a screen with details about both you and your opponent(s) in four categories, Hero, Resources, Armies and Buildings. Select Okay when you are done.

When you have finished viewing the results, click on Continue. After you exit the Results Screen, the Retinue Screen usually appears. Here you can add to your retinue high level armies and Allies that you acquired during the game, and sometimes other random units drawn to your banner by your heroic deeds. For details on this screen, see “Retinue” starting on page 34.

ARMIES

Your armies are the bulk of your forces. They are your foot soldiers, and if you nurture them carefully, they can also be your leaders. Each race has different types of armies that it can produce or ally with. See “Race and Army Descriptions” starting on page 55 for the specifics of each race.

Producing Armies

To produce an army, select a building that is able to produce armies, and click Buy Armies & Skills in the control panel. Click on an available army to start producing it (see page 23 for more information). When the percentage counter reaches 100%, the army appears near the building, and moves to the rally point, if one has been assigned. You can set a rally point by selecting the building, then right-clicking where you want your armies to congregate. To see the rally point for a particular building, select it and hold down the **Shift** key.

Army Limit

There is a limit on the number of armies you can have in a game at one time. The limit is displayed in the top left of the game screen, and is calculated as below:

- Five armies for each level of Keep from level one to four.
- Ten armies for a level five Keep.
- Two additional armies for every other building you own (not including walls, or resources buildings).
- An additional number of armies equal to half your hero's *Command* skill (rounded down).

For example, if you own a level three Palace, four other buildings, one Gold Mine, and have a hero with a command skill of 11, your army limit is 28.

Note that if you own multiple Keeps, the army limits for Keeps apply to only one Keep – the one with the highest level.

You can eliminate your own armies or buildings at any time, by selecting them and pressing **Ctrl-D**. You may wish to do this if you have exceeded your army limit with too many peasants, and need to produce better fighting armies instead. If you eliminate armies or buildings, no resources are returned to your total. If you **Ctrl-D** your mines, resources are added to your total.

Armies and Medals

All armies, except heroes, receive experience points during a scenario, for destroying enemy armies or buildings. Experience points are calculated as below, and when they reach certain numbers, a medal, representing a level is awarded. Each medal an army receives increases its attack ability, combat speed, building skill and / or has some other beneficial effect. For details on the levels, see the table “Hero & Army Levels” in the “Appendix” on page 83.

- 1 point for each enemy army killed.
- 3 points for each enemy building destroyed.
- 1 point extra for each enemy building destroyed that is able to shoot missiles.
- 5 points, or points equal to the enemy hero's level if higher than five, for each enemy hero killed.

Special Note: Wraiths and Shadows have the *Energy Drain* skill. This allows them to steal the XP of any unit they kill. Thus, if they kill an enemy unit with 14XP, they get 14XP + 1XP for killing the unit. This also applies to heroes.

When a unit has reached third level it can be saved to your hero's retinue if it lives to the end of a scenario. Special armies, such as Generals and Allies, can be saved to the retinue at any level of experience.

Generals and Allies

Generals are a powerful army, similar to heroes in that they have a command radius, and the ability to convert buildings. They differ in that they cannot cast spells, carry items, or receive quests. Generals can be produced once you own a level 5 Keep (Humans can produce them with a level 4 Keep), or they may offer to join you after your hero completes a quest. They can be carried over in your retinue to other scenarios. Generals do not have to be of the same race as either your hero or your army, but commonly are.

The generals for each race are:

- **Humans:** White Mage, Red Mage and Black Mage, page 57
- **Dwarves:** Dwarf Lord, page 59
- **Undead:** Vampire, page 61
- **Barbarians:** Reaver, page 62
- **Minotaurs:** Minotaur King, page 63
- **Orcs:** Giant, page 66
- **High Elves:** Moonguard, page 68
- **Wood Elves:** Dryad, page 70
- **Dark Elves:** Blackguard, page 72

Allies are very tough armies that offer to join you as a reward for completing a quest, or as a result of a summoning spell. Allies cannot be produced like regular armies. They can be carried over in your retinue to other scenarios. Descriptions of the abilities of the six “Allies” can be found starting on page 77.

Researching Skills

Most buildings have skills available to upgrade armies. The skills available at the building depend on your race. For a full list of the skills available, see the WARLORDS BATTLECRY Quick Reference Card.

To research a skill, select a building and click Buy Armies & Skills in the Control Panel. Click on an available skill to start researching it (see page 24 for more information). A message alerts you when your research is complete.

If the skill is to upgrade or improve a certain type of army, the research affects all armies of that type currently in existence, as well as any new armies that are produced.

HEROES

Heroes are very powerful armies, who are able to carry items, convert buildings, cast spells, and receive quests. Heroes cannot be produced like regular armies, nor do they offer to join your army later. Heroes do not have to be of the same race as the army they lead into battle, but gain bonuses if they are. For details on the bonuses and penalties, see the table “Hero-Side Race Bonuses” in the “Appendix” on page 84.





A hero cannot be killed permanently. That is, he or she may be incapacitated in one scenario, but always makes a full recovery in time for the next battle.

Statistics and Skills











A hero has four statistics: strength, intelligence, dexterity, and charisma. These statistics are used to calculate the hero's ten skills. Initially these statistics and skills are determined by the hero's race. To see a hero's statistics from within the game, right-click once on the hero picture in the bottom control panel. To see a hero's skills, right-click twice on the hero picture.

When a hero reaches levels 2 and 3, statistics and skills increase depending on which profession and speciality is chosen. At level 4 or higher, a hero can choose to spend their ability points on increasing one or more of these statistics or skills. For example, Sirian the Human reaches level 2, and chooses to be a Warrior. His strength increases by 1, from 5 to 6. When he reaches level 3, he chooses to be a Ranger, and his intelligence increases by 1, from 5 to 6 also. For the hero's racial statistics, and stat bonuses for profession and specialty see the WARLORDS BATTLECRY Quick Reference Card.

Statistics

	Strength	(ST)	Physical prowess and health.
	Intelligence	(IQ)	Knowledge and ability to learn magic.
	Dexterity	(DX)	Speed and agility.
	Charisma	(CH)	Personality and leadership skills.

Skills

	Combat	(ST+ST)	Melee combat skill.
	Health	(ST+DX)	Hit points and regeneration.
	Speed	(DX+DX)	Movement speed.
	Command	(IQ+CH)	Number of armies and command radius.
	Morale	(DX+CH)	Increase strength and speed of armies.
	Magery	(IQ+IQ)	Spell casting and mana.
	Resistance	(IQ+DX)	Resist psychological effects.
	Training	(ST+IQ)	Ability points gained and army experience.
	Conversion	(ST+CH)	Convert buildings.
	Merchant	(CH+CH)	Discounts on purchases.

Casting Skill

If a hero is a spellcaster, generally only a wizard or priest, they have a casting skill in one or more of the nine spheres of magic. To see a hero's casting skills from within the game, right-click three times on the Hero Portrait in the bottom control panel. For more information on the spheres of magic, and details on how to cast spells see "Spells" on page 39.

Heroes and Levels

Heroes are awarded experience points at the end of every scenario, be it campaign, skirmish, or multiplayer, which allow them to gain levels. Heroes do not have to win the scenario to be awarded experience points, but the number of points is higher if they do claim victory. Heroes are awarded experience points based on the map size, victory, and hero status. For details on how the points are calculated, see below:

- 4 points for a very large map
- 3 points for a large map
- 2 points for a medium map
- 1 point for a small map
- 10 points for a total victory
- 7 points for an allied victory
- 3 points for a marginal loss
- 1 point for a total loss
- 1 point for each enemy hero killed
- 50% of the normal amount of points if your hero is killed during the skirmish

Heroes do not get medals like other armies, but are awarded ability points when they gain levels. For details on the number of experience points needed, and ability points awarded, see the table "Hero & Army Levels" in the "Appendix" on page 83.

When heroes reach level 2, they can choose one of four professions. When they reach level 3, they can choose one of sixteen different specialties:

Profession	Speciality
Warrior	Barbarian, Fighter, Ranger
Wizard	Alchemist, Archmage, Illusionist, Necromancer, Pyromancer, Summoner
Rogue	Assassin, Bard, Thief
Priest	Druid, Healer, Paladin, Runemaster

When heroes reach level 4, they begin to gain ability points. They can choose to spend their ability points either on special abilities, statistics, skills, or spells. The special abilities available depend upon the hero's race and speciality. Each ability has an associated cost in ability points, as listed in the following tables:

Race	Ability	Cost	Description
Human	Jack of All Trades	5	-25% to cost of all skills
	Research	5	+5 to <i>Alchemy</i> casting skill
	Knight Commander	6	Half price Knights
Dwarf	Rune Lore	5	+5 to <i>Runemagic</i> casting skill
	Dwarven Armor	3	Base armor type of 4 (instead of 3)
	Dwarven Hammer	4	+5 to all hero's Damage rolls
Undead	Wraithmaster	5	+5 to <i>Necromancy</i> casting skill
	Dark Summons	5	+5 to <i>Summoning</i> casting skill
	Skull Lord	6	Half price Skeletons
Minotaur	Fire Priest	5	+5 <i>Pyromancy</i> casting skill
	Gore	4	+5 to all hero's Damage rolls
	Charge	3	+3 to hero's <i>Speed</i> skill

Race	Ability	Cost	Description
Orc	Hordemaster	5	-25% to cost of all Orcish armies
	Orc Lord	5	+4 to <i>Command</i> skill
	Chanting	5	+5 to <i>Summoning</i> casting skill
High Elf	Elcor's Path	5	+5 <i>Healing</i> casting skill
	Golden General	8	+5 to <i>Command</i> skill
	Golden Host	3	Half price 'Rune of Animos'
Wood Elf	Druidic Magic	5	+5 to <i>Druidic</i> casting skill
	Scouting	3	Increased range for viewing (hero only)
	Skylord	3	Half price 'Rune of Cielos'
Dark Elf	Dark Blade	6	+2 <i>Assassin</i> skill
	Dark Rituals	5	+5 <i>Summoning</i> casting skill
	Sorcery	3	Half price 'Rune of Manos'

<i>Specialty</i>	<i>Ability</i>	<i>Cost</i>	<i>Description</i>
Barbarian	Scouting	3	Increase viewing range for hero
	Riding	4	Cavalry produce in half the time
	Running	5	+6 <i>Speed</i> skill
	Shaman	5	+5 <i>Druidic</i> casting skill
Fighter	Weaponsmaster	6	+6 to <i>Training</i> skill
	Arms Lore	6	+6 to <i>Combat</i> skill
	Weapons Lore	5	+15 to Damage rolls
	General	5	+5 <i>Command</i> skill
Ranger	Herbalism	5	+5 <i>Healing</i> casting skill
	Forest Lord	4	Unicorns are half price
	Taming	5	Flying monsters produced in half the time
	Spell Mastery	8	All spells have a much stronger effect

<i>Specialty</i>	<i>Ability</i>	<i>Cost</i>	<i>Description</i>
Alchemist	Herbalism	5	+5 <i>Healing</i> casting skill
	Healing Potion	5	+4 <i>Health</i> skill
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect
Archmage	Spell Immunity	6	Permanent immunity to magical damage
	Arcane Lore	5	+4 <i>Magery</i> skill
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect
Illusionist	Shadowcall	5	+4 <i>Necromancy</i> casting skill
	Magic Voice	5	+4 <i>Command</i> skill
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect
Necromancer	Vampirism	8	Permanent Vampirism +1 effect
	Gates of Hell	5	+5 <i>Summoning</i> casting skill
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect

<i>Specialty</i>	<i>Ability</i>	<i>Cost</i>	<i>Description</i>
Pyromancer	Flamewalk	6	Permanent immunity to fire damage
	Firestarter	6	Have a chance of setting the target ablaze
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect
Summoner	Fires of Hades	5	+5 <i>Pyromancy</i> casting skill
	Daemonlord	6	+4 <i>Combat</i> for Daemons
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect

<i>Specialty</i>	<i>Ability</i>	<i>Cost</i>	<i>Description</i>
Assassin	Assassinate	5	+4 <i>Assassin</i> skill
	Poison	5	+4 <i>Assassin</i> skill
	Killing Blow	5	+4 <i>Assassin</i> skill
	Garroting	5	+4 <i>Assassin</i> skill
Bard	Song of Heroes	4	+6 <i>Morale</i> skill
	Song of Battle	5	+5 <i>Command</i> skill
	Song of Charming	4	+5 <i>Conversion</i> skill
	Song of Stone	5	+10 <i>Resistance</i>
Thief	Banditry	3	Permanent extra income of +2 gold
	Haggling	4	+5 <i>Merchant</i> skill
	Disguise	5	+6 <i>Illusion</i> casting skill
	Conjuration	3	<i>Conjuration</i> skill is half price (at Library)

<i>Specialty</i>	<i>Ability</i>	<i>Cost</i>	<i>Description</i>
Druid	Animal Training	6	All cavalry armies are half price
	Treemaster	4	Treants are half price
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect

<i>Specialty</i>	<i>Ability</i>	<i>Cost</i>	<i>Description</i>
Healer	Elcor's Aura	4	Army regeneration rates are at 150%
	Touch of Purity	5	+20 to the effects of all Healing spells
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect
Paladin	Conversion	5	+5 to <i>Conversion</i> skill
	Meditation	5	Doubles the rate of mana regeneration
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect
Runemaster	Artifice	5	+5 <i>Alchemy</i> casting skill
	Book of Wisdom	5	+5 <i>Magery</i> skill
	Spell Mastery	8	All spells have a stronger effect
	Spell Grandmastery	15	All spells have a much stronger effect

Command Radius

A command radius is an area of effect around heroes, which gives bonuses to friendly armies. Some spell effects are limited to the hero's command radius, so attacking spells only cause harm to enemy armies within this radius. The actual size of the ring can be viewed on the screen by pressing the **R** key. The size and effect of the command radius depends on the hero's *Command* skill. For details on the effects, see the table "Command" in the "Appendix" on page 86.

Retinue

Your retinue consists of Generals, Allies, and high-level armies that can be carried over to another scenario. The number of armies you are able to have in your retinue depends on the command skill of your hero. For the exact retinue limits, see the table "Command" in the "Appendix" on page 86. If a scenario you play allows the players to start with armies (see "Army Setup Points" under "Scenario Options" on page 10), a version of the Retinue Screen appears before the game begins. From this screen you can select members of your retinue and basic armies for your race to start the skirmish with.

At the completion of a scenario, after the Results Screen, the Retinue Screen always appears, provided that your hero can have a retinue, and that armies remain alive to fill spaces in it.

On the Retinue Screen you are given the option to include one or more new armies in your retinue. Any regular armies who have two or more medals, any Generals you have built, and any Allies that have attached themselves to your force, are eligible to join. Sometimes Allies will appear randomly at the end of a skirmish, having been drawn to join your hero after hearing of his or her latest deeds. The available recruits appear on the right side of the screen, while armies already in your retinue are on the left.



To add an army to your retinue, left-click on it, then drag the army over to an empty square in your retinue. If there are no empty squares, you can click on an army in your retinue and replace it with the new one.

Any army from your retinue that is killed in battle is placed in the graveyard. You can visit the graveyard from the "Retinue" screen via the Graveyard button. The strongest army who has fought in your retinue is displayed prominently in a position of honor.

You can give an individual army in your retinue a specific name, simply left-click on them and type over their current name. To name the retinue itself, left-click and type over the current title.

ADDITIONAL GAMEPLAY INFORMATION

This section assembles some odds and ends about gameplay in WARLORDS BATTLECRY

Resources

There are four resources in the game: gold, ore, stone, and crystal, which are needed for building and army production. These resources are produced at resource structures like the gold mine, which are found at set locations on the map. Resources can also be given as a reward for completing a quest.

You cannot build any more resource buildings during the game, only convert them. Resource collection is automatic once you own a resource building. You do not need to send armies out to collect resources, but you can boost your resource collection by placing basic builder armies in your mines. You can also gain a one time boost in resources by locating resource carts, described under *Items* on page 37.

Putting Units to Work

You can increase the productivity of your mines by stocking them with workers. For every builder unit you place into a mine, you get +1 to that resource every five seconds. Up to eight units can be put into each mine, but only certain armies are eligible (see below).

To place a builder army into a mine, select the army, and move the cursor over a mine. The cursor changes into a hand; right-click on the mine, and the army disappears into it. In the control panel, to the left of the building display area, there is an army counter. Once an army is sent to work in a mine, you cannot free it again, and it is eliminated if the mine is converted or destroyed.

The units that can be put to work in a mine are:

- Peasants, page 56
- Kobolds, page 64
- Zombies, page 60
- Thralls, page 62
- Dwarf Smiths, page 58

Stockpiling Resources

In order to build some of the rarer buildings and armies, and to research high level spells, you will need a sizeable number of resources. Your resource totals are displayed in the upper right corner of the Game Screen, showing, from left to right: gold, ore, stone and crystal stockpiles. As you receive more resources and spend them you will see these values increase and decrease.

The maximum number of resources you can stockpile is 500 of each resource plus 500 for each level of the highest level Keep you own. For example, if you own a level four Keep, you can have 2,500 of each of the four resources.

Resource Mines

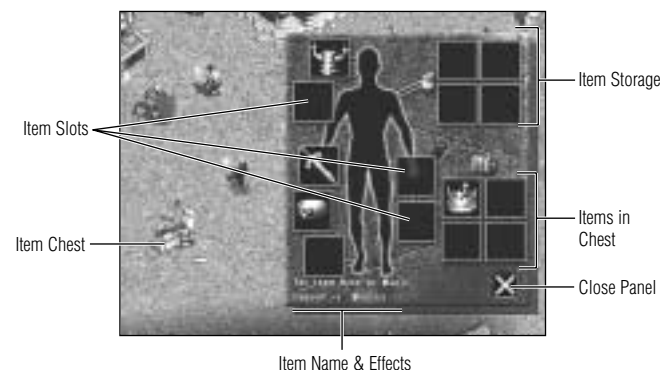


The Crystal Mines, Gold Mines, Ore Mines and Quarries can be owned by all races, and produce the resources crystal, gold, ore and stone. They can be found at set locations on the map, and can be converted, but not built. They exist at levels 1-3.

Animals

Cows, sheep and geese can be present on any game map. While they are harmless creatures, they have their uses. For example, cows can be hurtled by Catapults, and cause greater damage than usual ammunition. Sheep can be thrown by Trolls, also wreaking a large amount of havoc. In addition, Minotaurs feed on them to obtain healing, often raising them in Corrals for this purpose.

Items



Items can be found at various locations on the map, or given as a reward for completing a quest. Resource items look like carts, with either gold, ore, stone or crystal inside. Special items appear in treasure chests.

To pick up a resource item, simply move your hero next to the cart, and the resource is automatically added to your total.

To pick up a special item, move your hero next to the chest, and the hero's inventory screen appears automatically. The name of the item, along with its effects when in use are displayed in the bottom left of the inventory screen. Click on an item in the chest, then click on any green highlighted square on your hero's outline to equip it, or place it in your backpack. Note that while you can carry several similar items, such as two helmets and a crown, your hero can only have one equipped at a time. Your hero does not get the benefits of an item unless it is equipped.

At any time in the game, you can view your hero's inventory by clicking on the pouch on the left of the hero picture, or pressing the **I** key.

Quests



Quests are special missions performed by heroes in order to gain Allies and other rewards. Only heroes can receive quests from the special buildings – the Mausoleum, Pyramid, and Shrine.

To receive a quest, select your hero, and move the cursor over one of the special buildings until it changes into a key. Right-click on the building, and when the hero reaches it, a dialogue screen with the quest appears automatically. You have the choice to accept or decline the quest. If you decline this quest, another quest does not become available to you at this building for about five minutes.

If you accept this quest, a grail (cup) appears on your Hero Portrait. You generally have five minutes (300 seconds) to complete the quest and return to the building to receive the reward. The exact time remaining to complete an accepted quest is shown, in seconds, as a counter, next to the grail in the center of the Hero Portrait. When this counter reaches zero, the quest expires.

If you want to check the requirements for the quest, click on the grail, or press the **Q** key.

To learn more about quests, you can also play the tutorial “Quests & Items.”

Mausoleum



The Mausoleum is a place for your hero to receive quests. It can be found at set locations on the map, but cannot be built. Many of the quests received at the Mausoleum involve Undead and Daemons, and are of a more sinister nature.

Pyramid



The Pyramid is a place for your hero to receive quests. It can be found at set locations on the map, but cannot be built. Many of the quests received at the Pyramid involve riddles and treasures, and are generally more neutral in nature.

Shrine



The Shrine is a place for your hero to receive quests. It can be found at set locations on the map, but cannot be built. Many of the quests received at the Shrine involve good and magical creatures, and are of a more virtuous nature.

Spells



In **WARLORDS BATTLECRY**, heroes, and some armies, have the ability to cast spells. Only heroes have a spellbook and the ability to learn new spells. A hero's mana points are indicated in the control panel, below the small blue orb on the right of the hero picture. Left-clicking on this orb, clicking on the Spellbook button in the Control Panel, or pressing the **S** key, brings up the spellbook.

Run the cursor over a spell to see a description of its effects on the right side of your spellbook. To cast a spell, simply click on it.








Each spell has a casting cost associated with it. This is deducted from the caster's mana points each time the spell is cast, no matter if the outcome is a success or failure. If the caster does not have enough mana points, the spell cannot be cast. Mana points regenerate over time, at a speed that depends upon the caster's *Magery* skill level. Spells you cannot cast because you don't have enough mana are grayed out in the spellbook.

To learn more about casting spells, you can also play the tutorial “Spellcasting.”




Spheres of Magic

There are eight spheres of magic that can be studied, each of which has ten spells. There are four level 1 spells, three level 2 spells, two level 3 spells, and one very rare level 4 spell. The spells must be learnt in level order. There are also three common spells, which are automatically known by every spellcaster. Most spellcasters specialize in one or two spheres.











A level 1 hero generally cannot cast spells. When a hero reaches level 2, and chooses a profession of either wizard or priest, they automatically learn the three common spells. At level 3, the hero chooses a specialty, and automatically learns the first level 1 spell from that sphere of magic. Any further spells must be bought with ability points when the hero reaches level 4 and above.

<i>Sphere of Magic</i>	<i>Description</i>
 Common	Detection, divination
 Healing	Healing, resurrection, protection from poison/disease
 Necromancy	Raise undead, drain hit points, cause curses
 Pyromancy	Fire spells – damage, protection, traps
 Nature	Lightning, animal control
 Alchemy	Create items and potions, engineering
 Summoning	Summon extra-planar creatures, teleport
 Illusion	Invisibility, make armies appear different
 Runes	Enhance weapons, armor, and armies



Common Spells









	<i>Lvl</i>	<i>Spell</i>	<i>Mana</i>	<i>Mod</i>	<i>Description</i>
	-	Shield	4	-	Increases the armor rating of nearby armies.
	-	Silver Arrow	10	-	Allows the caster to fire magical, silver arrows.
	-	Heroism	10	-	Increases the caster's command radius.

Healing Spells











	<i>Lvl</i>	<i>Spell</i>	<i>Mana</i>	<i>Mod</i>	<i>Description</i>
	1	Heal Self	8	+1	Heals a few points of damage on the caster.
	1	Cure	8	-	Cures disease and poison on nearby armies.
	1	Blessing	8	-	Increases the caster's morale skill.
	1	White Ward	6	-	Protects armies from psychological effects.
	2	Heal Group	15	-	Heals some points of damage on nearby armies.
	2	Invigorate	14	-2	Increases the speed of some nearby armies.
	2	Sunshine	10	-	Stops the rain, and makes it daytime.
	3	Major Healing	40	-2	Heals all damage on all armies.
	3	Life Ward	40	-1	Protects a hero against death in battle.
	4	Resurrection	60	-4	Raises an army from the dead.

Necromancy Spells











	<i>Lvl</i>	<i>Spell</i>	<i>Mana</i>	<i>Mod</i>	<i>Description</i>
	1	Raise Skeleton	8	-	Raises skeletons to serve the caster.
	1	Raise Zombie	8	-	Raises zombies to serve the caster.

	Lvl	Spell	Mana	Mod	Description
	1	Poison Cloud	8	-	Poisons all enemies within command radius.
	1	Black Portal	5	+2	Summons a black portal to aid raising undead.
	2	Raise Wight	15	-	Raises wights to serve the caster.
	2	Vampirism	10	-	Affected armies drain hit points in combat.
	2	Darkstorm	18	-1	Starts the rain, and makes it night.
	3	Call the Dead	30	-1	Brings piles of bones back to life as Undead.
	3	Ring of Ice	30	-2	Caster is surrounded by a hail of damaging ice.
	4	Raise Champion	60	-5	Raises a powerful Undead army from it's grave.








Pyromancy Spells




	Lvl	Spell	Mana	Mod	Description
	1	Hand of Flame	10	-	Strikes enemies in command radius with fireballs.
	1	Soul Flame	6	-	Increases the XP of near by armies.
	1	Cauterize	8	-	Heals all armies within command radius.
	1	Resist Fire	7	-	Makes nearby armies immune to fire attacks.
	2	Ring of Fire	15	-2	Summons a small, but very hot ring of fire.
	2	Firebreath	18	-2	Gives nearby armies the ability to breathe fire.
	2	Berserker	12	-1	Sets fire to friendly armies to improve fighting.
	3	Pillar of Fire	35	-4	Calls a pillar of fire onto a single enemy army.
	3	Fire Elemental	30	-5	Summons a fire elemental to serve the caster.
	4	Armageddon	60	-10	Damages armies and buildings in a wide area.

Nature Spells











	Lvl	Spell	Mana	Mod	Description
	1	Summon Sprite	10	-1	Summons a sprite to serve the caster.
	1	Gemberry	12	-	Heals the caster, and maybe some armies.
	1	Entangle	8	-	Slows down enemies near the caster.
	1	Shillelagh	4	-	Summons a magical club for the caster to use.
	2	Summon Unicorn	16	-2	Summons a unicorn to serve the caster.
	2	Wall of Thorns	4	-	Creates a wall of brambles.
	2	Call Lightning	18	-1	Calls lightning down on nearby enemies (including buildings)
	3	Summon Treant	40	-4	Summons a treant to serve the caster.
	3	Change Weather	30	-	Allows the caster to affect night/day, fine/rain.
	4	Elementalism	60	-6	Summons one elemental to serve the caster.

Alchemy Spells



	Lvl	Spell	Mana	Mod	Description
	1	Lesser Item	12	-	Creates a lesser item for the caster to use.
	1	Transmute	8	-	Exchanges one type of resource for another.
	1	Charm	6	-	Increases the merchant skill of the caster.
	1	Clay Golem	14	-1	Summons a clay golem to act as a guardian.
	2	Minor Item	20	-1	Creates a minor item for the caster to use.
	2	Acquire	30	-	Instantly converts all buildings near the caster.
	2	Stone Golem	24	-1	Summons a stone golem to act as a guardian.









	Lvl	Spell	Mana	Mod	Description
	3	Major Item	36	-4	Creates a major item for the caster to use.
	3	Iron Golem	36	-4	Summons an iron golem to act as a guardian.
	4	Create Artifact	60	-5	Creates a powerful item for the caster to use.

Summoning Spells











	Lvl	Spell	Mana	Mod	Description
	1	Summon Sprite	8	-	Summons a sprite to serve the caster.
	1	Circle of Power	4	+1	Summons a circle of power to aid in summoning.
	1	Phantom Steed	5	-	Changes cavalry armies into phantoms.
	1	Blink	3	-	The caster appears in a random place nearby.
	2	Summon Imp	12	-	Summons an imp to serve the caster.
	2	Eye of Oros	15	-	Creates a floating eyeball useful for scouting.
	2	Home Portal	20	-	Sends the caster back to his start location.
	3	Windcall	40	-4	Summons an air elemental to serve the caster.
	3	Banish	32	-4	Banishes any extra-planar creatures nearby.
	4	Daemon	60	-8	Summons a Daemon to serve the caster.

Illusion Spells

	Lvl	Spell	Mana	Mod	Description
	1	Shadowform	8	-	Changes the caster into an ethereal being.
	1	Scare	6	-	All enemies seeing the caster are afraid.

	Lvl	Spell	Mana	Mod	Description
	1	Light/Darkness	5	-1	Changes day to night, and night to day.
	1	Awe	10	-1	All enemies seeing the caster are in awe.
	2	Spectral Horde	20	-2	Creates a group of illusionary armies.
	2	Dragonfear	25	-4	Creates an illusionary dragon which casts terror.
	2	Invisibility	30	-4	Nearby armies are invisible until they attack.
	3	Call Shadow	32	-4	Summons a shadow to serve the caster.
	3	Mutate	40	-2	Changes enemy armies into harmless animals.
	4	Transform	60	-8	Changes an army into a stronger army.

Rune Spells

	Lvl	Spell	Mana	Mod	Description
	1	Stoneskin	8	-	Increases the caster's armor to maximum.
	1	Gem of Wisdom	4	-	Increases the chance of casting the next spell.
	1	Dig	8	-	Decreases the building time for all buildings.
	1	Earthpower	12	-	Repairs all friendly buildings.
	2	Resist Magic	20	-2	Makes the caster immune to magical damage.
	2	Doomstones	20	-	Creates large rocks that strike nearby enemies.
	2	Stone Golem	24	-4	Summons a stone golem to act as a guardian.
	3	Resist Missile	28	-3	Makes the caster immune to all missiles.
	3	Rune Item	40	-2	Creates an item in the caster's inventory.
	4	Stonecall	60	-6	Summons a mighty earth elemental.

Spell Effects and Weather

From time to time your armies may be negatively affected by other armies. The weather also can have a negative or positive effect on your armies' combat ability.

Psychological Effects, Poison & Disease

These effects are caused naturally by some armies, or by heroes casting spells. For example, Slayer Knights cause Chaos. There are six effects, as described below. For details on each race's vulnerability and resistance to these effects, see the WARLORDS BATTLECRY Quick Reference Card.

Effect	Effect on Enemy Armies	Duration
Awe:	Half speed & loss of any ranged attack	30 sec.
Fear:	Half damage & -4 to speed	45 sec.
Terror:	Run away from enemies, & -2 to speed	15 sec.
Chaos:	No positive bonuses apply, & armor is reduced to zero	30 sec.
Poison:	Hit points degenerate to one-eighth of maximum	Until Cured
Disease:	No hit point regeneration, combat and speed degenerate to one	Until Cured

Weather Effects

Changes in weather conditions affect an army's combat skill. The table below details the bonuses and penalties to each race's combat skill in each of the four weather conditions. After looking at the table, if you are Human, you really do not want to fight the Undead on a stormy night!

Race	Day	Night	Fine	Rain
Humans:	-	-1	-	-
Dwarves:	-	-	-	-1
Undead:	-	+1	-	+1
Barbarians:	-	-1	-	-
Minotaurs:	-	-	-	-
Orcs:	-	+1	-	-
High Elves:	+1	-	-	-
Wood Elves:	-	-	+1	-
Dark Elves:	-	+1	-	-

By default, the weather conditions are fine/daytime. These conditions can be altered by spells cast by heroes, some armies, or particular buildings. The effects of the spell only last a certain time, then the weather changes back to fine/daytime.

Tips For Beginners

These are some tips for beginners playing with standard victory conditions on either a random or a set map.

- Build a Keep with either your hero or a builder army. A Keep for the civilized races is a Palace, for the primitive races it is a Ziggurat, and for the magical races it is a Mystic Tower.
- To collect resources, convert all the mines you can find with either your hero or your Keep.
- Produce builder armies (generally from your Keep), and use them to build more buildings, or put them into mines to increase resource collection.
- Build one production building, or a few if you have the resources, and produce lots of armies. A production building for the civilized races is a Barracks or a Tomb, for the primitive races it is an Arena, and for the magical races it is a Tree of Life.
- Build an Eyrie to produce flying armies, and upgrade it to allow production of better armies.
- Buy skills at various buildings to upgrade your armies.
- Upgrade your Keep to increase your army limit and to make more armies and skills available.
- Build Towers near your base for both air and ground defense. Put infantry and archers into Towers to increase their damage, speed, speed range and combat. Only builder armies can build Towers, not heroes.

BUILDING DESCRIPTIONS

Buildings allows you to produce armies and upgrade skills. For a full list of the building costs, see the WARLORDS BATTLECRY Quick Reference Card, and for more details on the buildings, see the sections following.

Constructing a Building

Only builder armies and heroes are able to build. Building costs one or more resources, depending on your race and the type of building. To construct a building, select a unit that is able to build, and click Build Buildings or Build Wall or Tower in the control panel, depending on the type of building. Click on an available building, and place it on the desired location on the map to start construction (see page 21 for more information). Your army disappears while building, then reappears and announces when the job is finished.

Upgrading a Building

To upgrade a building select it, and click Buy Armies & Skills in the control panel (see page 23 for more information). One of the pictures that appears is for upgrading to the next level. Select it, and check the progress by looking at the percentage counter in the building display area. A sound alerts you to a successful upgrade.

Repairing a Building

Repairing a damaged building does not require a builder army, simply select that building, and click Repair in the control panel. There are two options – fast or slow repairs. Fast repairs cost twice the resources, but are twice the speed of slow repairs. Select one to repair your building.

Converting a Building

To convert a neutral or enemy building to your side, simply move a unit that can convert next to the desired building, then select Convert in the control panel (see page 19 for more information). Your army stays there until the building is converted; you are informed when the conversion is successful.

All levels of Keeps can also convert buildings in a wide area around themselves. This is a slow process, but is useful for getting resource points at the start of a game. It also allows you to still convert buildings if your hero has been killed early in the battle.

Keeps

Keeps are your race's most important building. They are usually the first structure built and upgraded. Among other uses, Keeps dictate the maximum number of resources you can stockpile: 500 of each resource for each level of the highest level Keep you own.

Palace

The Palace is the Keep for the civilized races – Humans, Dwarves and Undead. It is used to convert buildings, produce armies, and upgrade their skills. The Palace can be upgraded to level 5, and the level helps determine how many armies you may have on the map, as well as which buildings you may build.

Ziggurat

The Ziggurat is the Keep for the primitive races – Orcs, Barbarians and Minotaurs. It is used to convert buildings, produce armies, and upgrade their skills. The Ziggurat can be upgraded to level 5, and the level helps determine how many armies you may have on the map, as well as which buildings you may build.

Mystic Tower

The Mystic Tower is the Keep for the magical races – High Elves, Wood Elves and Dark Elves. It is used to convert buildings, produce armies, and upgrade their skills. It allows you to buy runes, in order to produce armies. The Mystic Tower can be upgraded to level 5, and the level helps determine how many armies you may have on the map, as well as which buildings you may build.

Production & Upgrade Buildings

These structures allow you to build more advanced armies, or give you skills to upgrade your armies and heroes.

Altar

The Altar is a magical place that can only be built by the Undead, Barbarians, Minotaurs and Dark Elves. The Altar has the *Mana Regeneration* skill, but the other skills available depend on which race owns it. For example, it gives Undead the ability to morph Wraiths into Shadows.

Archery Range

The Archery Range allows the Humans and Dwarves and Elves to produce archers, and provides skill upgrades for them, as well as the Elves. The Archery Range has skills to increase missile damage and range, and has the *Flaming Arrow* skill (Dwarves do not get this skill).

Arena

The Arena produces most of the armies for the Barbarians, Minotaurs and Orcs, and provides skill upgrades for them.

Barracks

The Barracks produces infantry armies for the Humans and Dwarves.

Barrow

The Barrow can only be built by the Undead. It gives them the ability to morph Skeletons into Wraiths, and provides skill upgrades for them.

Cathedral

The Cathedral can only be built by the Humans and High Elves. It allows the Humans to produce Knights, and provides skill upgrades for them. The Cathedral itself can cause damage to evil creatures with the *Holy Word* skill. The *Holy Relic* skill allows double speed conversions.

Cave

The Cave can only be built by the Orcs. It produces Wolfriders and Basilisks, and provides skill upgrades for them.

Corral

The Corral can only be built by the Barbarians and Minotaurs. It allows Barbarians to produce Riders, and provides skill upgrades for them. For Minotaurs, the Corral produces Basilisks, and sheep that they can eat to obtain healing and curing.

Dragon Shrine

The Dragon Shrine can only be built by the High Elves. It provides skill upgrades for their cavalry, the Dragon Knights, allowing them to do double, triple, or quadruple damage versus Dragons.

Dungeon

The Dungeon produces Trolls for the Orcs, allows the Undead to produce Slayer Knights, and provides skill upgrades for the Dark Elven Assassin. It also has the *Slavehorde* skill, which allows you to summon Thralls.

Eyrie

The Eyrie produces flying armies for all races, and provides upgrade skills for some. The Eyrie can be upgraded to level 3. All races can produce a Dragon at a level 3 Eyrie, but it is very slow and very expensive.

Gravestone

The Gravestone produces Skeletons, and can only be built by the Undead and Dark Elves. Both sides need the *Burial* skill from the Tomb first. The Gravestone can not only produce Skeletons like the Tomb, but can instantly be converted into a Skeleton when needed.

Healer

The Healer can only be built by the High Elves and Wood Elves. It provides healing with the *Elcor's Balm* skill, and with the healing skills, increases the regeneration rate of armies.

Henge

The Henge can only be built by the Barbarians, Minotaurs and Orcs. It produces Minotaur Kings and Goblin Shaman for the Minotaurs, Goblin Shaman for the Orcs, and allows Barbarians to produce Minotaurs.

Inn

The Inn provides the *Morale* skill, improving a hero's morale. The Inn allows the Dwarves to produce Berserkers, provides both the Dwarves and Minotaurs with Dwarven Brew, and provides the Wood Elves with the *Trade* skill.

Library

The Library is a place where the Humans and Undead research spells. It produces Mages, and allows production of Catapults for the Humans. The Library also allows the Dwarves to produce a wide array of siege weapons, and the Undead to produce Liches.

Magic Pool

The Magic Pool can improve the casting skill of any hero leading an Elven side. It also produces Imps, and provides a skill to improve the High Elf Unicorn's combat.

Market

The Market can be built by the Humans, Dwarves, Barbarians and High Elves to provide resource trading skills. It also provides an extra income skill for resource buildings.

Orc Hut



The Orc Hut can only be built by Orcs, and is used to quickly increase their army limit.

Scout Tower



The Scout Tower is the basic air defense building for the Barbarians, Minotaurs, Orcs and Wood Elves. It also provides the *Eagle Eye* skill to improve view range. The Scout Tower produces Goblins for the Orcs. Despite its name, the Scout Tower is not like other towers, and cannot hold units inside it.

Shipyard



The Shipyard produces ships, and can be owned by all races. It is found at set locations on the map, and can be converted, but not built.

Smithy



The Smithy produces siege weapons for the Humans, Dwarves and Minotaurs, and Smiths for the Dwarves. It also provides upgrade skills for these races and the Undead, and allows the Undead to produce Wights.

Stable



Only Humans can build the Stable. It produces Mercenaries and Knights, and provides a skill upgrade for them.

Tomb



The Tomb produces Skeletons and Zombies for the Undead, and provides the *Burial* skill to both the Undead and Dark Elves to allow them to build Gravestones.

Tree of Life



The Tree of Life produces all armies, except the Pixie and the Sprite, for the magical races – High Elves, Wood Elves and Dark Elves.

White Tree



The White Tree produces Pixies and Sprites for the Wood Elves. It also provides skill upgrades for the Treant.

Walls, Towers and Other Defensive Structures

These structures aid you in defending your buildings and units from enemy attack. They are built using the Build Wall or Tower button on the Control Panel. Towers can hold other armies inside of them, adding to their defensive strength. These units can leave when they are needed elsewhere (see page 20 for more information on loading and unloading towers).

Rampart



The Rampart is a basic wall section that can be hastily built by all races to delay enemy armies.

Totem



The Totem is a defense tower that can only be built by the Orcs. It shoots bolts of magic at enemy armies, and requires the *Shaman* skill from the Henge.

Tower



The Tower, be it civilized, primitive or magical, is a defense structure that can be built by all races. It shoots either arrows, bolts of magic, or rocks at enemy armies. It can be built as part of a wall to provide greater defense.

Wall of Thorns



The Wall of Thorns is a basic wall section that can only be summoned by druids, rangers, and Treants. It is slightly stronger than the Rampart, but vulnerable to fire attacks.

Walls



Walls are a defense structure that can be built by all races. They can be used to protect your base from enemy armies.

Watchtower



The Watchtower is a useful defense tower that can only be built by the Dwarves. It is quick to build, and Dwarves often use it to guard their resources.

Spell Structures

These structures are created by the effects of a spell.

Black Portal



The Black Portal is summoned by necromancers to aid in many necromantic spells, such as the summoning of Undead.

Circle of Power



The Circle of Power is created by summoners to aid in many of their spells, such as the summoning of creatures.

Clay, Stone and Iron Golems



Golems are defensive structures that shoot bolts of magic at enemy armies. They are similar to towers in that they cannot move once placed, and defend territory and other units.

However, they cannot hold other units inside of them. Golems cannot be built, only summoned by alchemists. The Clay Golem is the least powerful, the Iron Golem is the most.

RACE AND ARMY DESCRIPTIONS

Each race has its own strengths and weaknesses, as do the armies they can construct. Following are general descriptions of each race's armies and their statistics, as well as siege weapons, ships and Allies. If an army can be produced by more than one race, it is listed under its primary builder. For specific information on how to build a particular army, see the Quick Reference Card.

Humans

Humans are a good all around side. They produce their armies, who mostly have average combat and speed, at an average rate. A peculiarity of the Human side is that they have three generals – a Red Mage, a White Mage, and a Black Mage. The race has no specific weakness, but no outstanding strength either. Humans require lots of gold and ore for army production, and stone for buildings, but do not have much need for crystal.



Tips for playing this race:

- Pikemen are particularly good at fighting cavalry.
- Upgrade your Pikemen with the *Palace Guard* skill from a level 3 Palace.
- Upgrade the missile damage of your Squires with the *Flaming Arrow* skill from the Archery Range.
- Upgrade your Knights with extra damage skills from the Cathedral.
- Humans can produce a White Mage general with a level 4 Palace, instead of level 5.
- You need to build a Library to allow you to produce Catapults and Mages.
- You need lots of ore for army production, so be sure to convert Ore Mines.
- The Market has a *Trade* skill, which allows you to convert one type of resource into another.

In addition to the armies described following, Humans can also potentially build these units:

- Catapult, page 73
- Eagle, page 76
- Pegasus, page 76
- Dragon, page 77
- Ferry, page 74
- Scoutship, page 74
- Warship, page 74
- Destroyer, page 75

Peasant

Combat: Poor (1) **Missile Range:** N/A
Damage: Piercing (5) **Speed:** Average (8)
Hit Points: Poor (10) **View Range:** Average (10)
Armor: Average
Special Ability: Building skill (10), Can be put into mines

Pikeman

Combat: Average (4) **Missile Range:** N/A
Damage: Piercing (10) **Speed:** Average (8)
Hit Points: Average (40) **View Range:** Average (10)
Armor: Good
Special Ability: Does double damage to cavalry

Squire

Combat: Poor (2) **Missile Range:** Average (6)
Damage: Piercing (8) **Speed:** Good (10)
Hit Points: Average (30) **View Range:** Average (10)
Armor: Average
Special Ability: None

Mercenary

Combat: Good (6) **Missile Range:** N/A
Damage: Slashing (15) **Speed:** Very good (14)
Hit Points: Good (100) **View Range:** Long (13)
Armor: Good
Special Ability: None

Knight

Combat: Very good (10) **Missile Range:** N/A
Damage: Slashing (30) **Speed:** Very good (15)
Hit Points: Very good (150) **View Range:** Short (7)
Armor: Very good, except good against magic
Special Ability: None

Black Mage

Combat: Very good (10) **Missile Range:** Average (6)
Damage: Magic (15) **Speed:** Average (8)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Average, but excellent against magic
Special Ability: Casts *Poison Cloud* and *Drain Mana* spells, Converts buildings

Red Mage

Combat: Very good (10) **Missile Range:** Long (8)
Damage: Fire (15) **Speed:** Average (9)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Average, but excellent against magic and fire
Special Ability: Casts *Ring of Fire* and *Resist Fire* spells, Converts buildings

White Mage

Combat: Very good (10) **Missile Range:** Average (6)
Damage: Magic (10) **Speed:** Average (8)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Good, but excellent against magic
Special Ability: Casts *Cure* and *Heal Group* spells, Converts buildings

Dwarves

Dwarves are a tough and hardy race, with plenty of hit points. They have high resistance skills against magic. They are slow, not having any cavalry, but are very good at building. The defensive structures of the Dwarves are the best available, as are the siege weapons. Dwarves require lots of gold and ore for army production, and stone for buildings.

Tips for playing this race:

- Upgrade your Runners with the *Royal Messenger* skill from a level 3 Palace. Runners are needed to chase down speedy enemies.
- Upgrade the damage and armor of your Infantry with skills from the Smithy.
- Upgrade the missile damage of your Crossbows with the *Fletcher* skill from the Archery Range.
- The *Engineering* skill from the Library allows faster and stronger building.
- Build Watchtowers for excellent defense, particularly near resources.

- If you put a Smith into a mine, he counts for two armies instead of one.
- To create havoc, get your Dwarves drunk at the Inn with the *Dwarven Brew* skill.

In addition to the armies described following, Dwarves can also potentially build these units:

- Ballista, page 75
- Catapult, page 73
- Battering Ram, page 73
- Eagle, page 76
- Griffon, page 76
- Dragon, page 77
- Ferry, page 74
- Destroyer, page 75

Dwarf Infantry



Combat: Average (5) **Missile Range:** N/A
Damage: Slashing (10) **Speed:** Poor (6)
Hit Points: Good (80) **View Range:** Short (7)
Armor: Good, but excellent against magic
Special Ability: None

Dwarf Runner



Combat: Average (3) **Missile Range:** N/A
Damage: Crushing (8) **Speed:** Good (10)
Hit Points: Average (50) **View Range:** Long (13)
Armor: Average, but excellent against magic
Special Ability: Resistant to missiles

Dwarf Crossbow



Combat: Poor (2) **Missile Range:** Very long (10)
Damage: Piercing (15) **Speed:** Poor (6)
Hit Points: Average (60) **View Range:** Average (10)
Armor: Average, but excellent against magic
Special Ability: None

Dwarf Smith



Combat: Average (3) **Missile Range:** N/A
Damage: Crushing (5) **Speed:** Poor (6)
Hit Points: Average (50) **View Range:** Short (7)
Armor: Average, but excellent against magic
Special Ability: Building skill (13), Counts for 2 men when put into mines

Dwarf Berserker



Combat: Very good (10) **Missile Range:** N/A
Damage: Slashing (30) **Speed:** Poor (5)
Hit Points: Excellent (200) **View Range:** Short (7)
Armor: Excellent, except average against fire
Special Ability: None

Dwarf Lord



Combat: Excellent (16) **Missile Range:** N/A
Damage: Slashing (60) **Speed:** Poor (6)
Hit Points: Excellent (280) **View Range:** Average (10)
Armor: Very good
Special Ability: Resistant to missiles, Does double damage to buildings, Converts buildings

Undead



Undead are a unique race in that they cannot produce many armies from buildings in the normal way. Most of their stronger armies are created by transforming lesser armies. Undead are slow, not having any cavalry, but strong, and are immune to all psychological effects. They are quite resistant to most forms of attack, but are vulnerable to crushing weapons. Undead primarily require ore and crystal.

Tips for playing this race:

- The cheapest army for defense against air attacks is the Wraith.
- Shadows gain combat bonuses at night.
- If you are fighting Humans or Barbarians, upgrade your Slayer Knights' damage at the Dungeon.
- If you have extra resources, build lots of Gravestones. These can be instantly converted into Skeletons when needed.
- If Undead armies are injured, they do not regenerate hit points naturally, and require healing.

In addition to the armies described following, Undead can also potentially build these units:

- Bat, page 75
- Harpy, page 76
- Ferry, page 74
- Elven Galleon, page 74
- Dragon, page 77

Skeleton

Combat: Poor (2) **Missile Range:** N/A
Damage: Slashing (10) **Speed:** Good (10)
Hit Points: Poor (20) **View Range:** Average (10)
Armor: Good, except poor against crushing
Special Ability: Resistant to missiles, Can morph to Wight or Wraith

Zombie

Combat: Average (3) **Missile Range:** N/A
Damage: Crushing (10) **Speed:** Poor (4)
Hit Points: Average (40) **View Range:** Average (10)
Armor: Good, except poor against fire
Special Ability: Building skill (8), Can be put into mines, Causes Disease

Wight

Combat: Good (6) **Missile Range:** N/A
Damage: Slashing (15) **Speed:** Poor (6)
Hit Points: Good (80) **View Range:** Average (10)
Armor: Very good
Special Ability: Can morph to Liche or Slayer Knight

Wraith

Combat: Good (6) **Missile Range:** N/A
Damage: Magic (15) **Speed:** Average (9)
Hit Points: Good (80) **View Range:** Long (13)
Armor: Very good
Special Ability: Can morph to Shadow, Drains enemy XP, Can attack flyers

Liche

Combat: Very good (10) **Missile Range:** Average (6)
Damage: Fire (20) **Speed:** Average (8)
Hit Points: Good (120) **View Range:** Long (13)
Armor: Very good, except average against crushing
Special Ability: None

Shadow

Combat: Very good (10) **Missile Range:** N/A
Damage: Magic (20) **Speed:** Good (10)
Hit Points: Good (110) **View Range:** Very long (16)
Armor: Very good
Special Ability: Drains enemy XP, Gets +5 to combat at night, Can attack flyers

Slayer Knight

Combat: Very good (10) **Missile Range:** N/A
Damage: Slashing (25) **Speed:** Poor (5)
Hit Points: Very good (150) **View Range:** Short (7)
Armor: Very good
Special Ability: Causes Chaos

Vampire

Combat: Very good (13) **Missile Range:** N/A
Damage: Slashing (20) **Speed:** Average (8)
Hit Points: Very good (150) **View Range:** Long (13)
Armor: Very good
Special Ability: Drains enemy hits, Converts buildings

Barbarians

Barbarians are a fierce, but limited, warrior race. They have a poor selection of armies, although they are quick to produce, and quite upgradeable. Their armies are very fast, with fairly high combat skills, but with next to no armor. Barbarians require ore for army production and stone for buildings.

Tips for playing this race:

- Build multiple Arenas to increase army production.
- Upgrade your Barbarians with the *Spear of Ank* skill from a level 4 Ziggurat.
- Upgrade your Riders with speed and combat skills from the Corral.
- Your army production times can be cut by 25% with the *Jihad* skill from the Altar.

In addition to the armies described following, Barbarians can also potentially build these units:

- Minotaur, page 63
- Eagle, page 76
- Pegasus, page 76
- Dragon, page 77
- Ferry, page 74
- Cruiser, page 74
- Scoutship, page 74

Thrall



Combat: Poor (1) **Missile Range:** N/A
Damage: Crushing (5) **Speed:** Poor (6)
Hit Points: Poor (10) **View Range:** Average (10)
Armor: Poor
Special Ability: Building skill (8), Can be put into mines

Barbarian



Combat: Poor (2) **Missile Range:** Average (6)
Damage: Piercing (10) **Speed:** Good (10)
Hit Points: Average (45) **View Range:** Average (10)
Armor: Average
Special Ability: Spears do carry-through damage

Rider



Combat: Good (6) **Missile Range:** N/A
Damage: Piercing (15) **Speed:** Very good (15)
Hit Points: Good (105) **View Range:** Average (10)
Armor: Average
Special Ability: None

Reaver



Combat: Excellent (18) **Missile Range:** N/A
Damage: Slashing (40) **Speed:** Very good (13)
Hit Points: Excellent (200) **View Range:** Long (13)
Armor: Average, but very good against magic
Special Ability: Does double damage to large creatures, Converts buildings

Minotaurs



Minotaurs have the worst selection of armies of any race, but also the most upgradeable. The few armies that they do have are very strong, can cause a lot of damage, and have a lot of hit points. Minotaurs require ore for army production and stone for buildings.

Tips for playing this race:

- Upgrade the combat skill of your Minotaurs with the *Hand of Sartek* skill from a level 1 Ziggurat.
- The cheapest air defense army is to upgrade your Minotaurs to missile armies with the *Star of Sartek* skill from a level 2 Ziggurat.
- Upgrade the speed of your Minotaurs with the *Hoof of Sartek* skill from a level 3 Ziggurat.
- Produce a Minotaur King at the Henge when you have a level 5 Ziggurat.
- To cure your Minotaurs of disease or poison, or heal damage done to them, feed them sheep that can be produced at the Corral. Sheep count toward your army point total.

In addition to the armies described following, Minotaurs can also potentially build these units:

- Thrall, page 62
- Basilisk, page 65
- Catapult, page 73
- Battering Ram, page 73
- Goblin Shaman, page 65
- Bat, page 75
- Griffon, page 76
- Dragon, page 77
- Ferry, page 74
- Cruiser, page 74
- Warship, page 74
- Destroyer, page 75

Minotaur



Combat: Good (7) **Missile Range:** N/A
Damage: Crushing (12) **Speed:** Average (9)
Hit Points: Good (80) **View Range:** Average (10)
Armor: Average
Special Ability: None

Minotaur King



Combat: Excellent (20) **Missile Range:** N/A
Damage: Slashing (50) **Speed:** Good (12)
Hit Points: Excellent (250) **View Range:** Average (10)
Armor: Good, but excellent against magic
Special Ability: Ignores enemy armor, Converts buildings, Causes Fear, Can attack flyers

Orcs



Orcs have a wide variety of armies, half of which are disease and poison carriers. They are quite fast to produce, and reasonably strong early in the game. Orcs do not have many upgrades. They have poor defense against attacks from the air. Orcs primarily require stone, and a little ore.

Tips for playing this race:

- Build multiple Arenas to increase army production.
- The cheapest army to produce is a Goblin from the Scout Tower.
- Upgrade your Orcs to be resistant to missiles with the *No Pain* skill from the Arena.
- Have your Trolls pick up some sheep, then watch them fling the sheep into battle next time you attack.
- Make sure you defend your buildings, because Orcs do not have any repair skill.

In addition to the armies described following, Orcs can also potentially build these units:

- Giant Bat, page 75
- Ferry, page 74
- Harpy, page 76
- Cruiser, page 74
- Dragon, page 77
- Warship, page 74

Orc



Combat: Average (4) **Missile Range:** N/A
Damage: Slashing (15) **Speed:** Average (9)
Hit Points: Average (60) **View Range:** Short (7)
Armor: Good, except average against magic
Special Ability: None

Kobold



Combat: Poor (1) **Missile Range:** N/A
Damage: Slashing (5) **Speed:** Average (8)
Hit Points: Poor (20) **View Range:** Average (10)
Armor: Average, but very good against crushing
Special Ability: Building skill (9), Can be put into mines, Causes Poison

Goblin



Combat: Poor (2) **Missile Range:** N/A
Damage: Crushing (10) **Speed:** Very good (14)
Hit Points: Poor (25) **View Range:** Very long (10)
Armor: Good
Special Ability: Causes Disease

Wolf rider



Combat: Very good (10) **Missile Range:** N/A
Damage: Slashing (20) **Speed:** Very good (15)
Hit Points: Good (120) **View Range:** Average (10)
Armor: Good, except average against magic
Special Ability: None

Basilisk



Combat: Average (5) **Missile Range:** Average (6)
Damage: Magic (20) **Speed:** Poor (4)
Hit Points: Good (70) **View Range:** Average (10)
Armor: Excellent
Special Ability: Turns enemy armies to stone

Ogre



Combat: Very good (12) **Missile Range:** N/A
Damage: Crushing (25) **Speed:** Average (8)
Hit Points: Very good (175) **View Range:** Average (10)
Armor: Good, but excellent against fire
Special Ability: Can attack flyers

Goblin Shaman



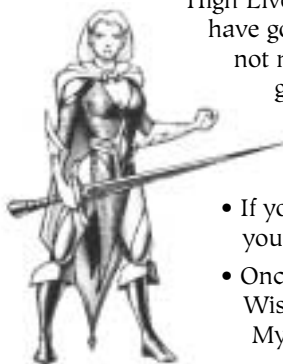
Combat: Very good (10) **Missile Range:** Average (6)
Damage: Magic (25) **Speed:** Good (12)
Hit Points: Good (80) **View Range:** Long (13)
Armor: Good, but excellent against magic
Special Ability: Casts *Lightning*, *Berserker*, *Light/Darkness* spells

Troll

Combat: Very good (11) **Missile Range:** Average (6)
Damage: Crushing (20) **Speed:** Poor (6)
Hit Points: Very good (150) **View Range:** Long (13)
Armor: Good, except poor against fire
Special Ability: Fast regeneration of hits, Can pick up and throw sheep

Giant

Combat: Excellent (15) **Missile Range:** Average (6)
Damage: Crushing (30) **Speed:** Good (10)
Hit Points: Excellent (250) **View Range:** Very long (16)
Armor: Very good
Special Ability: Converts buildings, Causes Fear

High Elves

High Elves are a proud and noble race. They are very fast, have good scouting abilities, and high combat skills, but not many hit points. Their cavalry are the best in the game. High Elves require ore and crystal.

Tips for playing this race:

- If you are fighting Dragons, make sure you upgrade your Dragon Knights with skills from the Dragon Shrine.
- Once you have four Wisps, you can produce an Ancient Wisp with the *Ancient Wisp* skill from the level 2 Mystic Tower.
- Upgrade the missile damage of your Elven Longbows with the *Flaming Arrow* skill from the Archery Range.
- If you are fighting Undead, Orcs, or Dark Elves, build a Cathedral and use the Holy Word skill.
- Increase the regeneration rate of your armies with the Healing skills from the Healer.
- Although Wisps and Ancient Wisps are builders, they cannot be put into mines.

In addition to the armies described following, High Elves can also potentially build these units:

- Wisp, page 72
- Ancient Wisp, page 73
- Phoenix, page 76
- Pegasus, page 76
- Dragon, page 77
- Ferry, page 74
- Scoutship, page 74
- Cruiser, page 74
- Warship, page 74
- Elven Galleon, page 74
- Destroyer, page 75

Iceguard

Combat: Good (8) **Missile Range:** N/A
Damage: Piercing (15) **Speed:** Average (9)
Hit Points: Average (30) **View Range:** Long (13)
Armor: Good **Special Ability:** None

Longbow

Combat: Average (4) **Missile Range:** Long (8)
Damage: Piercing (8) **Speed:** Good (11)
Hit Points: Average (30) **View Range:** Long (13)
Armor: Good **Special Ability:** None

Dragon Knight

Combat: Very good (14) **Missile Range:** N/A
Damage: Slashing (25) **Speed:** Very good (15)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Very good **Special Ability:** Can attack flyers

Mystic

Combat: Good (8) **Missile Range:** Average (6)
Damage: Magic (15) **Speed:** Good (10)
Hit Points: Average (50) **View Range:** Average (10)
Armor: Good, but very good against magic
Special Ability: Casts *White Ward* and *Ring of Ice* spells

Unicorn



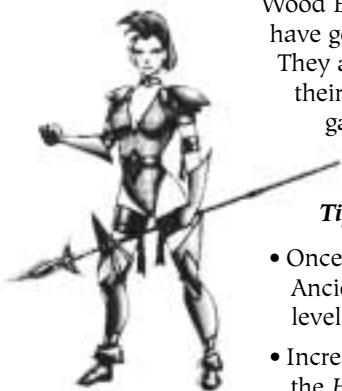
Combat: Very good (14) **Missile Range:** N/A
Damage: Piercing (25) **Speed:** Excellent (16)
Hit Points: Good (100) **View Range:** Long (13)
Armor: Average, but excellent against magic
Special Ability: Causes Awe

Moonguard



Combat: Excellent (15) **Missile Range:** Long (8)
Damage: Piercing (20) **Speed:** Good (12)
Hit Points: Very good (140) **View Range:** Average (10)
Armor: Excellent
Special Ability: Can fire multiple arrows, Converts buildings

Wood Elves



Wood Elves are nature lovers. They are very fast, have good scouting abilities, but not many hit points. They are extremely weak in melee combat, but their archers are the best missile armies in the game. Wood Elves require gold and crystal.

Tips for playing this race:

- Once you have four Wisps, you can produce an Ancient Wisp with the *Ancient Wisp* skill from the level 2 Mystic Tower.
- Increase the regeneration rate of your armies with the *Healing* skills from the Healer.
- Upgrade the missile damage of your Gladewardens with the *Flaming Arrow* skill from the Archery Range.
- Increase the damage of your Treant with the *Thorns* skill from the White Tree.
- Although Wisps, Ancient Wisps, and Treants are builders, they cannot be put into mines.

In addition to the armies described following, Wood Elves can also potentially build these units:

- Wisp, page 72
- Ancient Wisp, page 73
- Sprite, page 75
- Imp, page 75
- Phoenix, page 76
- Griffon, page 76
- Dragon, page 76
- Ferry, page 74
- Elven Galleon, page 74
- Scoutship, page 74
- Scoutship, page 74
- Cruiser, page 74
- Warship, page 74

Forestguard



Combat: Average (4) **Missile Range:** N/A
Damage: Piercing (10) **Speed:** Average (9)
Hit Points: Poor (25) **View Range:** Very long (16)
Armor: Good **Special Ability:** None

Gladewarden



Combat: Average (3) **Missile Range:** Long (8)
Damage: Piercing (10) **Speed:** Average (8)
Hit Points: Poor (15) **View Range:** Long (13)
Armor: Average, but very good against magic
Special Ability: None

Woodrider



Combat: Good (9) **Missile Range:** N/A
Damage: Slashing (15) **Speed:** Very good (15)
Hit Points: Good (90) **View Range:** Average (10)
Armor: Good **Special Ability:** None

Druid



Combat: Good (7) **Missile Range:** Average (6)
Damage: Magic (15) **Speed:** Good (11)
Hit Points: Average (60) **View Range:** Extreme (19)
Armor: Average, but excellent against magic
Special Ability: Casts *Lightning* and *Light/Darkness* spells

Treant

Combat: Excellent (16) **Missile Range:** N/A
Damage: Crushing (25) **Speed:** Poor (4)
Hit Points: Excellent (200) **View Range:** Average (10)
Armor: Very good, except poor against fire
Special Ability: Causes *Fear*, Casts *Entangle* spell,
Building skill (15)

Pixie

Combat: Average (3) **Missile Range:** Average (6)
Damage: Magic (10) **Speed:** Excellent (20)
Hit Points: Poor (25) **View Range:** Average (10)
Armor: Average, but excellent against magic
Special Ability: None

Dryad

Combat: Very good (10) **Missile Range:** N/A
Damage: Magic (40) **Speed:** Excellent (16)
Hit Points: Good (80) **View Range:** Very long (10)
Armor: Average, but excellent against magic
Special Ability: Converts buildings (25% faster)

Dark Elves

Dark Elves are an evil and sinister race. They are very fast, have good scouting abilities, and fairly high combat skills, but not many hit points. They have very powerful mages, who have many upgrades. Dark Elves require stone and crystal.

Tips for playing this race:

- Upgrade the missile damage of your Dark Archers with the *Flaming Arrow* skill from the Archery Range.
- Once you have four Wisps, you can produce an Ancient Wisp with the *Ancient Wisp* skill from the Mystic Tower.
- If you produce lots of Infantry or Thralls, you can try to summon a Daemon with the *Sacrifice* skill from the Altar.

- You can produce Skeletons from the Gravestone with the *Burial* skill from the Tomb.
- Upgrade your Sorcerers with the *Mana* skills from the Altar.
- Although Wisps and Ancient Wisps are builders, they cannot be put into mines.

In addition to the armies described following, Dark Elves can also potentially build these units:

- Wisp, page 72
- Ancient Wisp, page 73
- Skeleton, page 60
- Imp, page 75
- Demon, page 78
- Phoenix, page 76
- Harpy, page 76
- Dragon, page 77
- Ferry, page 74
- Scoutship, page 74
- Cruiser, page 74
- Warship, page 74
- Elven Galleon, page 74

Dark Infantry

Combat: Average (5) **Missile Range:** N/A
Damage: Piercing (10) **Speed:** Average (9)
Hit Points: Average (30) **View Range:** Long (13)
Armor: Good, but excellent against magic
Special Ability: None

Dark Archer

Combat: Average (3) **Missile Range:** Long (8)
Damage: Piercing (8) **Speed:** Good (11)
Hit Points: Poor (25) **View Range:** Long (13)
Armor: Good, but excellent against magic
Special Ability: None

Dark Rider

Combat: Good (8) **Missile Range:** N/A
Damage: Slashing (25) **Speed:** Very good (14)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Good
Special Ability: None

Sorcerer

Combat: Good (9) **Missile Range:** Long (8)
Damage: Magic (20) **Speed:** Good (12)
Hit Points: Good (90) **View Range:** Long (13)
Armor: Average, but very good against magic and fire
Special Ability: Casts *Summon Zombie*, *Darkstorm*, and *Pillar of Fire* spells

Assassin

Combat: Excellent (15) **Missile Range:** N/A
Damage: Slashing (10) **Speed:** Excellent (16)
Hit Points: Average (50) **View Range:** Average (10)
Armor: Good
Special Ability: Causes *Poison*, Can assassinate enemies (4% chance)

Blackguard

Combat: Excellent (15) **Missile Range:** N/A
Damage: Slashing (25) **Speed:** Average (9)
Hit Points: Good (120) **View Range:** Average (10)
Armor: Excellent
Special Ability: Casts *Invisibility* spell, Converts buildings

All Elves

The following two armies can be built by all the elven races.

Wisp

Combat: Poor (1) **Missile Range:** Short (4)
Damage: Magic (5) **Speed:** Good (12)
Hit Points: Poor (10) **View Range:** Average (10)
Armor: Average, but excellent against magic and fire
Special Ability: *Building* skill (11), Can merge 4 of them to make Ancient Wisp

Ancient Wisp

Combat: Good (8) **Missile Range:** Long (8)
Damage: Magic (25) **Speed:** Average (8)
Hit Points: Good (120) **View Range:** Average (10)
Armor: Good, but excellent against magic and fire
Special Ability: *Building* skill (10), Generates crystal equal to a level 1 Crystal Mine

Siege Weapons**Catapult**

Combat: Good (8) **Missile Range:** Extreme (20)
Damage: Crushing (50) **Speed:** Poor (2)
Hit Points: Average (50) **View Range:** Long (13)
Armor: Good, except poor against fire
Special Ability: Causes splash damage, Can pick up and throw cows

Battering Ram

Combat: Very good (10) **Missile Range:** N/A
Damage: Crushing (70) **Speed:** Poor (2)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Very good, except poor against fire and magic
Special Ability: Does quadruple damage to buildings

Ballista

Combat: Good (8) **Missile Range:** Extreme (20)
Damage: Piercing (30) **Speed:** Poor (1)
Hit Points: Average (40) **View Range:** Average (10)
Armor: Good, except poor against fire
Special Ability: Does carry-through damage

Ships

Ferry



Combat: Poor (2) *Missile Range:* N/A
Damage: Piercing (30) *Speed:* Average (8)
Hit Points: Good (100) *View Range:* Long (13)
Armor: Good, except poor against fire
Special Ability: Can transport up to 8 points of armies

Scoutship



Combat: Good (6) *Missile Range:* Long (8)
Damage: Piercing (30) *Speed:* Very good (14)
Hit Points: Good (70) *View Range:* Extreme (19)
Armor: Good, except average against fire
Special Ability: Can only attack flyers

Cruiser



Combat: Good (8) *Missile Range:* Very long (10)
Damage: Piercing (10) *Speed:* Good (12)
Hit Points: Good (100) *View Range:* Very long (16)
Armor: Very good *Special Ability:* None

Elven Galleon



Combat: Good (8) *Missile Range:* Average (6)
Damage: Magic (10) *Speed:* Average (8)
Hit Points: Good (100) *View Range:* Long (13)
Armor: Very good, except average against fire
Special Ability: Can turn invisible.

Warship



Combat: Very good (10) *Missile Range:* Long (8)
Damage: Piercing (20) *Speed:* Poor (4)
Hit Points: Very good (150) *View Range:* Long (13)
Armor: Very good, except average against fire
Special Ability: None

Destroyer



Combat: Excellent (16) *Missile Range:* Long (8)
Damage: Crushing (40) *Speed:* Poor (2)
Hit Points: Excellent (200) *View Range:* Long (13)
Armor: Excellent, except good against fire
Special Ability: Cannot attack flyers.

Flying Units

Flying units are special types of armies. Which particular types of flying unit you can build is determined by your race, but all flying units have the advantage of only being able to be attacked by other flying units, and by select ground units. Armies that can attack flying units have that notation under their special abilities.

Giant Bat



Combat: Poor (2) *Missile Range:* N/A
Damage: Piercing (10) *Speed:* Very good (14)
Hit Points: Poor (20) *View Range:* Very long (16)
Armor: Average
Special Ability: Can only attack flyers

Sprite



Combat: Poor (2) *Missile Range:* Average (6)
Damage: Piercing (10) *Speed:* Very good (14)
Hit Points: Poor (25) *View Range:* Very long (16)
Armor: Average, but poor against crushing
Special Ability: None

Imp



Combat: Poor (2) *Missile Range:* Short (4)
Damage: Magic (10) *Speed:* Excellent (20)
Hit Points: Poor (25) *View Range:* Average (10)
Armor: Poor, but excellent against fire and magic
Special Ability: None

Eagle

Combat: Good (7) **Missile Range:** N/A
Damage: Slashing (10) **Speed:** Good (12)
Hit Points: Good (60) **View Range:** Extreme (19)
Armor: Average
Special Ability: Building skill (9), Can only attack flyers

Griffon

Combat: Very good (10) **Missile Range:** N/A
Damage: Slashing (25) **Speed:** Very good (14)
Hit Points: Good (120) **View Range:** Very long (16)
Armor: Good
Special Ability: None

Pegasus

Combat: Good (9) **Missile Range:** N/A
Damage: Crushing (25) **Speed:** Excellent (16)
Hit Points: Good (100) **View Range:** Average (10)
Armor: Average
Special Ability: None

Harpy

Combat: Good (8) **Missile Range:** N/A
Damage: Slashing (20) **Speed:** Average (9)
Hit Points: Average (55) **View Range:** Average (10)
Armor: Good
Special Ability: Causes *Poison*, Casts *Drain Mana* spell,
 Cannot attack flyers

Phoenix

Combat: Average (3) **Missile Range:** Average (6)
Damage: Fire (10) **Speed:** Good (12)
Hit Points: Average (35) **View Range:** Very long (16)
Armor: Average, but excellent against fire
Special Ability: Converts buildings

Dragon

Combat: Excellent (20) **Missile Range:** Very short (2)
Damage: Fire (40) **Speed:** Very good (14)
Hit Points: Excellent (300) **View Range:** Very long (16)
Armor: Very good
Special Ability: Causes *Terror*, does splash damage

Allies

Allies are very tough armies that offer to join you as a reward for completing a quest, or as a result of a summoning spell. Allies cannot be produced like regular armies. They can be carried over in your retinue to other scenarios.

Air Elemental

Combat: Very good (13) **Missile Range:** N/A
Damage: Crushing (25) **Speed:** Excellent (16)
Hit Points: Very good (150) **View Range:** Average (10)
Armor: Very good
Special Ability: Causes *Fear*

Fire Elemental

Combat: Very good (10) **Missile Range:** Long (8)
Damage: Fire (20) **Speed:** Good (10)
Hit Points: Good (120) **View Range:** Short (7)
Armor: Good, but excellent against fire and magic
Special Ability: Causes *Fear*

Water Elemental

Combat: Very good (10) **Missile Range:** N/A
Damage: Crushing (40) **Speed:** Very good (15)
Hit Points: Very good (150) **View Range:** Average (10)
Armor: Excellent, but average against fire and magic
Special Ability: Causes *Fear*

Earth Elemental

Combat: Excellent (18) *Missile Range:* N/A
Damage: Crushing (50) *Speed:* Poor (1)
Hit Points: Very good (160) *View Range:* Average (10)
Armor: Excellent
Special Ability: Causes Fear

Archon

Combat: Excellent (16) *Missile Range:* N/A
Damage: Fire (40) *Speed:* Very good (14)
Hit Points: Very good (150) *View Range:* Long (13)
Armor: Good, but excellent against fire and magic
Special Ability: Causes Awe

Daemon

Combat: Very good (14) *Missile Range:* N/A
Damage: Slashing (50) *Speed:* Good (12)
Hit Points: Very good (180) *View Range:* Very long (16)
Armor: Good, but excellent against fire
Special Ability: Causes Chaos

TROUBLESHOOTING

This section provides information that should help you solve some common technical problems.

Sound and Video Cards

WARLORDS BATTLECRY requires sound and video cards which are supported by Microsoft's DirectX. Some sound and/or video cards are not supported by Windows and DirectX. If you do not have a Sound or Video card which is DirectX compatible, the game may not work.

Copy Protection

In order to play WARLORDS BATTLECRY, the original game CD must be in the CD-ROM drive.

DirectX 7 Setup

This game requires DirectX 7.0 or higher. If you do not have DirectX 7.0 or higher, then it can be installed or reinstalled from the CD. Installing DirectX 7.0 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DirectX folder. Double click on Dxsetup.exe to start the DirectX 7 install.

Using either the Install DirectX 7 button from the Autorun menu or Dxsetup.exe, you can install DirectX 7, reinstall DirectX 7, test your drivers certification, or reinstate your previous audio and video driver as described following.

DirectX Disclaimer and License

WARLORDS BATTLECRY utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, SSI cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Verifying DirectX Video/Sound Card Drivers

To verify that your sound and video drivers are DirectX 7 certified, follow the steps below.

Click on the Windows Start button (usually found in the lower-left corner of your screen). Click on Run. In the open field type the command: C:\program=files\directx\setup\dxinfo.exe then click on OK. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 7 drivers.

Reinstalling Windows 95 Video Drivers

If you find that there is a problem with your display after you have installed DirectX 7 you can reinstall your old video drivers by following the instructions below.

Click on the Windows Start button and click on Run. In the open field type the command: C:\program files\directx\setup\dxsetup.exe then click on OK.

Click on the Restore Display Drivers button. This may require that you have the disk containing your original drivers.

Contacting Technical Support

Ubi Technical Support

Technical support: 0870 800 6160 (local rate call)

Hints and tips hotline service: 0960 466 5200 (premium rate call)

On-line Support Options

Ubi Soft offers several on-line support options for their software products. One of these is our website at <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

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In Belgie: Telefoonnummer: 02 73.25.57.7 E-mail: hotmail@ubisoft.be

Scandinavia: Ubi Soft Nordic Support

Ubi Soft Nordic offers different possibilities to obtain support. On our website: <http://www.ubisoft.dk> If you have a question, which is not described on our website, please e-mail us at: support@ubisoft.dk

Other ways of reaching us: By telephone or fax, please call:

Telephone: (0045) 38 32 02 50 Fax: (0045) 38 33 34 49

APPENDIX

This section contains tables with additional gameplay information.

Melee Combat

The percentage chance of success depends on the difference between the attacker's and defendant's combat skills.

DIFF	DEATH	CRIT	GOOD	MARG	DIFF	DEATH	CRITIC	GOOD	MARG
0	2%	5%	25%	50%	-1	2%	4%	25%	49%
+1	2%	5%	27%	55%	-2	2%	4%	24%	48%
+2	3%	6%	30%	60%	-3	2%	4%	24%	47%
+3	3%	6%	32%	65%	-4	1%	4%	23%	46%
+4	3%	7%	35%	70%	-5	1%	4%	23%	45%
+5	3%	7%	37%	75%	-6	1%	3%	22%	44%
+6	3%	7%	39%	78%	-7	1%	3%	22%	43%
+7	4%	8%	40%	81%	-8	1%	3%	21%	42%
+8	4%	8%	42%	84%	-9	1%	3%	21%	41%
+9	4%	8%	43%	87%	-10	1%	3%	20%	40%
+10	4%	9%	45%	90%	-11	1%	2%	20%	39%
+11	4%	9%	46%	92%	-12	1%	2%	19%	38%
+12	4%	9%	47%	94%	-13	1%	2%	19%	37%
+13	4%	9%	47%	95%	-14	1%	2%	18%	36%
+14	4%	9%	48%	96%	-15	1%	2%	18%	35%
+15	4%	9%	48%	97%	-16	1%	2%	17%	34%
+16	4%	9%	49%	98%	-17	1%	2%	17%	33%
+17	4%	9%	49%	99%	-18	1%	2%	16%	32%
+18	5%	10%	50%	99%	-19	1%	2%	16%	31%
+19	6%	11%	51%	99%	-20	1%	2%	15%	30%
+20	7%	12%	52%	99%					

Diff: Difference between attacker's and defender's combat skill stat

Death: Death Blow, Quadruple Damage

Crit: Critical Hit, Double Damage

Good: Good Hit, Normal Damage

Marg: Marginal Hit, Half Damage

Miss: 1 Point of Damage

Missile Combat

The percentage chance of success depends on the attacker's combat skill.

ATT.	HIT	ATT.	HIT	ATT.	HIT
1	10%	11	65%	21	95%
2	20%	12	70%	22	96%
3	25%	13	75%	23	97%
4	30%	14	78%	24	98%
5	35%	15	81%	25+	99%
6	40%	16	84%		
7	45%	17	87%		
8	50%	18	90%		
9	55%	19	92%		
10	60%	20	94%		

Armor

This shows the percentage of damage taken from a successful hit, depending on the defender's armor rating.

Armor	0	1	2	3	4	5	6	7	8	9
Damage	150%	120%	100%	80%	60%	50%	40%	30%	20%	0%

Training

This is how the hero's training skill affects experience points – both his own and armies.

TRAINING	XP	AP	ARMIES	TRAINING	XP	AP	ARMIES
1	-30%	-	-	16	+50%	+3	+8 XP
2	-25%	-	-	17	+55%	+4	+9 XP
3	-15%	-	-	18	+60%	+4	+10 XP
4	-10%	-	-	19	+65%	+5	+11 XP
5	-5%	-	-	20	+70%	+6	+12 XP
6	-	-	-	21	+75%	+7	+14 XP
7	+5%	-	-	22	+80%	+8	+16 XP
8	+10%	+1	-	23	+85%	+9	+18 XP
9	+15%	+1	+1 XP	24	+90%	+10	+20 XP
10	+20%	+1	+2 XP	25	+95%	+11	+22 XP
11	+25%	+2	+3 XP	26	+100%	+12	+24 XP
12	+30%	+2	+4 XP	27	+110%	+13	+26 XP
13	+35%	+2	+5 XP	28	+120%	+14	+28 XP
14	+40%	+3	+6 XP	29	+130%	+15	+30 XP
15	+45%	+3	+7 XP	30+	+150%	+16	+35 XP

Hero & Army Levels

This is how many experience points both heroes and armies need to gain levels.

Hero Level	XP	AP
1	0	0
2	20	2
3	40	3
4	80	3
5	120	4
6	200	5
7	300	5
8	400	6
9	600	7
10	800	7
11	1000	8
12	1200	9
13	1500	9
14	1800	10
15	2100	10
16	2400	11
17	2700	12
18	3000	13
19	3500	14
20+	4000	15

Army Level	XP	Title
1	0	Novice
2	5	Expert
3	10	Veteran
4	20	Champion
5	40	Master
6	80	Elite
7	160	Super-Elite
8	320	Godlike

XP: Experience Points

AP: Ability Points

Hero-Side Race Bonuses

This is how the race of the hero affects each particular race's army combat skill.

HERO	HUMAN	HIGH ELF	WOOD ELF	DARK ELF	UNDEAD	DWARF	ORC	MINOTAUR
Army								
Human	+1					+1	-1	
High Elf	+1	+1	+1	-1				
Wood Elf		+1	+1			-1		
Dark Elf		-1		+1	+1			
Undead				+1	+1			-1
Dwarf	+1		-1			+1		
Orcs	-1			+1			+1	
Barbarian	+1				-1			+1
Minotaur					-1		+1	+1

Morale

This is how the hero's morale skill affects the combat and speed of armies within and outside the command radius.

MORALE	WITHIN	OUTSIDE	MORALE	WITHIN	OUTSIDE
1	-	-	16	+4 C, +2 S	+2 C
2	+1 C	-	17	+4 C, +3 S	+2 C, +1 S
3	+1 C	-	18	+5 C, +3 S	+2 C, +1 S
4	+1 C	-	19	+5 C, +4 S	+3 C, +1 S
5	+2 C	-	20	+5 C, +4 S	+3 C, +2 S
6	+2 C	-	21	+6 C, +4 S	+3 C, +2 S
7	+2 C	-	22	+6 C, +5 S	+3 C, +2 S
8	+2 C	-	23	+6 C, +5 S	+4 C, +2 S
9	+2 C, +1 S	-	24	+7 C, +5 S	+4 C, +2 S
10	+2 C, +1 S	-	25	+7 C, +6 S	+4 C, +2 S
11	+3 C, +1 S	-	26	+7 C, +6 S	+4 C, +3 S
12	+3 C, +1 S	-	27	+8 C, +6 S	+4 C, +3 S
13	+3 C, +1 S	+1 C	28	+8 C, +7 S	+4 C, +3 S
14	+3 C, +2 S	+1 C	29	+8 C, +7 S	+5 C, +3 S
15	+3 C, +2 S	+2 C	30+	+9 C, +7 S	+5 C, +3 S

Magery

This describes the effects of a hero's magery skill on maximum mana points, regeneration rate, and casting bonus.

MAGERY	MAX. MANA	MANA REGENERATION	CASTING BONUS
1	2	1 pt / 45 sec	-4
2	4	1 pt / 37 sec	-3
3	6	1 pt / 30 sec	-2
4	8	1 pt / 25 sec	-2
5	10	1 pt / 20 sec	-2
6	12	1 pt / 16 sec	-1
7	14	1 pt / 14 sec	-1
8	16	1 pt / 12 sec	-1
9	18	1 pt / 11 sec	-
10	20	1 pt / 10 sec	-
11	25	1 pt / 9 sec	-
12	30	1 pt / 8 sec	+1

MAGERY MAX. MANA MANA REGENERATION CASTING BONUS

13	35	1 pt / 7 sec	+1
14	40	1 pt / 6 sec	+1
15	50	1 pt / 5.5 sec	+2
16	60	1 pt / 5 sec	+2
17	70	1 pt / 4.5 sec	+3
18	80	1 pt / 4 sec	+4
19	90	1 pt / 3.5 sec	+5
20	100	1 pt / 3 sec	+7
21	110	1 pt / 2.9 sec	+5
22	120	1 pt / 2.8 sec	+7
23	130	1 pt / 2.7 sec	+5
24	140	1 pt / 2.6 sec	+7
25	150	1 pt / 2.5 sec	+5
26	160	1 pt / 2.4 sec	+7
27	170	1 pt / 2.3 sec	+5
28	180	1 pt / 2.2 sec	+7
29	190	1 pt / 2.1 sec	+5
30+	200	1 pt / 2 sec	+7

Casting

The percentage chance of success depends on the hero's casting skill.

CASTING	CHANCE	CASTING	CHANCE	CASTING	CHANCE
1 or less	2%	11	50%	21	91%
2	5%	12	55%	22	92%
3	10%	13	60%	23	93%
4	15%	14	65%	24	94%
5	20%	15	75%	25	95%
6	25%	16	80%	26	96%
7	30%	17	85%	27	97%
8	35%	18	87%	28	98%
9	40%	19	89%	29	99%
10	45%	20	90%	30+	100%

Conversion

The speed of building conversion depends on the hero's conversion skill.

CONV.	TIME	CONV.	TIME	CONV.	TIME	CONV.	TIME
1	70 sec	8	39 sec	15	22 sec	22	9 sec
2	60 sec	9	36 sec	16	20 sec	23	8 sec
3	56 sec	10	33 sec	17	18 sec	24	7 sec
4	51 sec	11	30 sec	18	16 sec	25	6 sec
5	48 sec	12	28 sec	19	14 sec	26	5 sec
6	45 sec	13	26 sec	20	12 sec	27	5 sec
7	42 sec	14	24 sec	21	10 sec	28+	5 sec

Merchant

The cost of buildings, armies, and skills depends on the hero's merchant skill.

MERCHANT	COST	MERCHANT	COST
1	140%	16	79%
2	135%	17	76%
3	130%	18	73%
4	125%	19	70%
5	120%	20	68%
6	115%	21	66%
7	110%	22	64%
8	105%	23	62%
9	100%	24	60%
10	97%	25	59%
11	94%	26	58%
12	91%	27	57%
13	88%	28	56%
14	85%	29	55%
15	82%	30	54%

Command

The number of armies you can have in your army limit, retinue, and groups depends on the hero's command skill. It also affects the time the hero's morale effect lasts after an army has left the command radius.

COMMAND	BONUS ARMIES	ARMIES IN RETINUE	GROUP LIMIT	MORALE EFFECT TIME
1 or less	-	1	7	1 sec
2	1	2	8	2 sec
3	1	2	9	2 sec
4	2	2	10	3 sec
5	2	3	10	3 sec
6	3	3	10	3 sec
7	3	3	10	4 sec
8	4	4	11	4 sec
9	4	4	11	4 sec
10	5	4	11	5 sec
11	5	5	11	6 sec
12	6	5	12	7 sec
13	6	5	12	8 sec
14	7	6	12	9 sec
15	7	6	12	10 sec
16	8	6	13	11 sec
17	8	7	13	12 sec
18	9	7	13	13 sec
19	9	7	13	14 sec
20	10	8	14	15 sec
21	10	8	14	16 sec
22	11	8	14	17 sec
23	11	8	14	18 sec
24	12	8	14	19 sec
25	12	8	14	20 sec
26	13	8	14	21 sec
27	13	8	14	22 sec
28	14	8	14	23 sec
29	14	8	14	24 sec
30+	15	8	14	25 sec

HOT KEYS & SHORTCUTS

General Commands

Function	Key
Stop current task OR Close a currently-open dialog	Esc
Perform corresponding tasks from the 3x3 button panel Or select corresponding item in a production dialog.....	Keypad 1-9
Attack	A
Build Buildings	B
Build Walls & Towers.....	W
Repair. Followed by: F=Repair Fast, S=Repair Slow	E (F,S)
Go to site of last message. Repeatedly pressing Space cycles you back through earlier messages	Space
Toggle Hero Command Radius display	H
Toggle Current Army's Command Radius display	C
Toggle all Command & Psych Radii display	R
Formations panel	F
Rotate formation anti-clockwise	Left Arrow
Rotate formation clockwise	Right Arrow
Center on your starting location	Home
Set attitude to COWARDLY	Shift C
Set attitude to GUARDIAN	Shift G
Set attitude to DEFENSIVE	Shift D
Set attitude to AGGRESSIVE.....	Shift A
Set attitude to RAMPANT	Shift R
Convert.....	Ctrl C
Follow & Guard an army	G
Patrol	P
Destroy an army or building (does NOT work on the hero)	Ctrl D
Lock View to the current army.....	Ctrl V
Hold down Shift to queue up commands Also displays the list of currently queued commands.....	Shift
Hold down Alt to issue a PRIORITY order Also displays the list of currently queued commands.....	Alt

Buildings

FUNCTION	KEY
Cycle to next production point (skills AND armies)	Tab
Cycle to previous production point (skills AND armies).....	Shift + Tab
Cycle to next production point (armies only)	Ctrl +Tab
Cycle to previous production point (armies only)	Ctrl + Shift +Tab
Define a building as a group	Ctrl 0-9
Select a building defined as a group	0-9
Center on the previously selected building	0-9 again

Army Selection

Function	Key
Define a set of armies as a group	Ctrl 0-9
Select a set of armies	0-9
Center on the previously selected armies	0-9 again
Select all armies of a given type on the screen	Double-Click
Center on current group leader	\
Select as many armies as possible, closest to the screen	Ctrl A
Select all armies of a given type (as many as possible, closest to the screen)	Ctrl Z
Select all armies on the screen	Ctrl S
Select all armies on the screen of a given type	Ctrl T

Control Panel

FUNCTION	KEY
Select that army.....	Left-Click on army in a group
Remove that army from the group	Right-Click on army in a group
Select all armies in the group of that type	Ctrl-Click on army in a group
Remove that item from the queue.....	Click on an item in a production queue
Lock the currently selected army into the viewing area on the bottom left (1024x768 mode only)	Ctrl-L
Unlock an army from the viewing area (1024x768 mode only)	Ctrl U
Select the currently locked army (1024x768 mode only)	Left-click on Viewing Area
Select and center on the currently locked army (1024x768 mode only)	Double-click on Viewing Area

FUNCTION	KEY
Add/Remove currently locked army from a group (1024x768 mode only)	Shift-click on Viewing Area
Display more information about that item	Right Click on single current item

Hero Commands

FUNCTION	KEY
Select the hero	Ctrl H
Add/Remove the hero from a group	Shift H
Open the spellbook	S
Display the current quest	Q
Open up the inventory screen	I
Delete a hero from the Book of Heroes	Delete
Select the Hero	Left-Click on Hero Portrait
Select and center on the Hero	Double-Click on Hero Portrait
Add/Remove the hero from a group	Shift-Click the Hero Portrait
Display more info about the hero's skills	Right-Click on Hero Portrait

Spellbook

FUNCTION	KEY
Open Spellbook	S
Go to Common Spells	C
Go to Healing Spells	H
Go to Necromantic Spells	N
Go to Pyromantic Spells	P
Go to Druidic/Nature Spells	D
Go to Illusion Spells	I
Go to Rune Spells	R
Go to Alchemy Spells	A
Go to Summoning Spells	S
Cast the corresponding spell (1-10) from the list	1-10
While in the spellbook sets up a shortcut to the spell which is currently under the mouse	F1-F8 (book)
While in the game, automatically casts a spell (set up as above)	F1-F8 (game)
For example, pressing S C 2 would cast the Second Common Spell (Silver Arrow)	

System

FUNCTION	KEY
Game Menu	Alt G
Save Screen	Alt S
Load Screen	Alt L
Resign	Alt R
Quit	Alt Q
Help Popups Toggle (None, Some or All)	Alt H
Screen capture to Screen.bmp in War4 directory	F9
Increase Game Speed	+, =
Decrease Game Speed	- (minus)
Options Screen	Alt O
Quick Save	F12

Chat

FUNCTION	KEY
Message to all	Enter
Message to allies	Ctrl + Enter
Message to enemies	Shift + Enter

Credits

SSG

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